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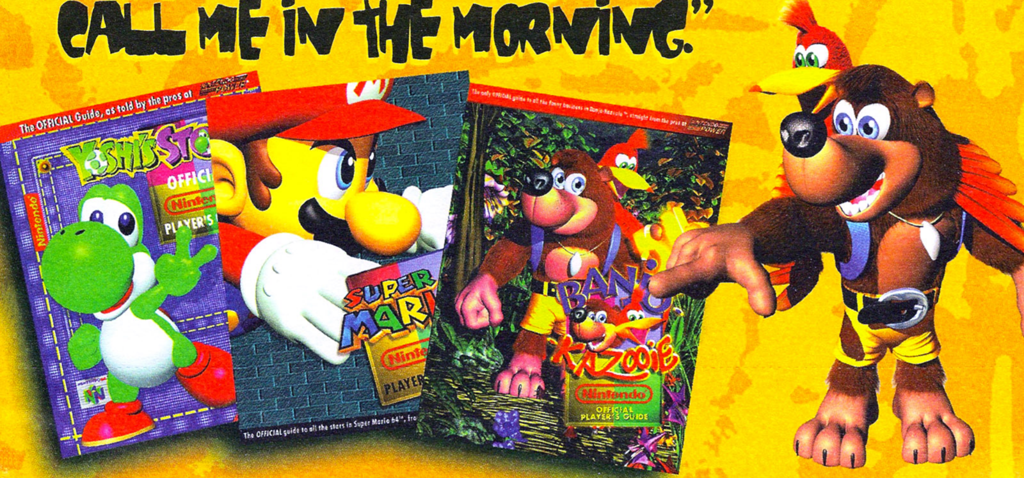
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BOMBERMAN HERO™

PAGE 10

It's an explosive Bomberman adventure that's out of this world! This month we kick off the first half of our coverage of Bomberman Hero, with complete strategies for the opening planets.

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August 1998

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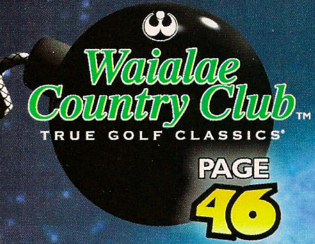
Waialae Country Club™
TRUE GOLF CLASSICS
PAGE
46

Tee up
Club
Stance
Hit point
Shot
Greg
1st Shot 528y

Tee it high and let it fly in Hawaii. Take a vacation on the links in a tropical paradise as Power shows you the hazards and highlights of Waialae Country Club, the first N64 golf title for North America.

F-1 WORLD GRAND PRIX™
PAGE
58

Before you get behind the wheel of one of the most realistic racing simulations on any game system, sign up for our racing school. Our driving tips will have you taking the checkered flag on all 17 courses in the tour.

COLLECTOR'S EDITION!
Gotta catch 'em all!
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Collector's Edition
Pokémon Profiles
Collecting Tips
Maps & Strategies

This month we're kicking off six months of Pokémon Power complete with comics and step-by-step strategies for the latest, greatest, Game Boy craze! Look for it just inside the back cover.

PLAYER'S PULSE

The Legend of Zelda: The Ocarina of Time, Perfect Dark and other games unveiled at E3 are on readers' minds. What really seems to be creating a headache is Super Mario RPG 2. Do you agree with the readers? Let us know how the games of the fair fared with you.

E3 in Review

Your coverage of the 1998 Electronic Entertainment Expo in Volume 109 was great. With all the games that are coming out, Nintendo will always be the premier gaming company!

Calvin Woo
Seattle, WA

The Legend of Zelda: The Ocarina of Time looks awesome. Looking at the screenshots, I think this game will definitely live up to the hype. Body Harvest also looks promising, as well as a little strange. Earthworm Jim 3-D also looks like a nonsensical game coming from some nonsensical people at nonsensical Interplay. The humor of this game will probably set the mood, which is a good sign. And Turok 2: Seeds of Evil, with its graphics, new enemies, and multiplayer modes, is shaping up to be a magnificent game.

Scott Davis
Via the Internet

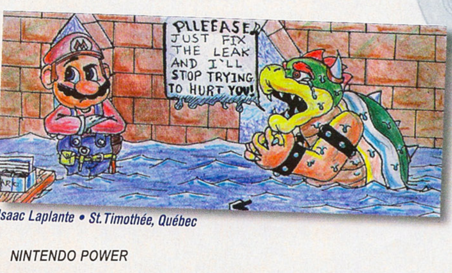
Matt Zelley • New Hope, Pennsylvania

Not Just Child's Play

It looks like some people have underestimated you, and I was wondering why you didn't have any games like Resident Evil, but it looks like you're working on one right now. I just found out that Konami is creating a Castlevania game for the N64. I've seen pictures of it, and it's looking like the N64 isn't just for little kids.

John Nicoletti
Prince George, BC

Konami is also working on the sci-fi thriller Survivor: Day 1 for the N64. Plus, with upcoming games like Activision's Nightmare Creatures, Rare's Perfect Dark, Acclaim's Shadow Man, and new offerings from Eidos, the company behind Tomb Raider, the N64 will surely continue to be a system for all ages.



Isaac Laplante • St.Timothée, Québec

www.rareware.com

Is Rare's website on line yet?

Chayos McMillan
Via the Internet

You bet your crumpet-lovin' mug it is! Rare's official website "Rarewhere" is up and running and chock-full of gaming news and a bit of that twisted Brit humor (or "humour" as they like to spell it). Surf on over to www.rareware.com to see what's developing on the other side of the pond and you'll be able to catch a glimpse at Perfect Dark, Rare's upcoming game that uses an advanced version of the GoldenEye engine. Speaking of 007, be sure to check out Rarewhere's Rumour Mill to find out the truth behind GoldenEye's Multiplayer AC-10 Award and other bafflers like the purpose (or lack thereof) behind Ourumov's briefcase and key.

With Honors

After reading how well GoldenEye 007 did in your 1997 Nintendo Power Awards (Volume 108), I got to wondering which game has won the most awards in a year?

Donny Harpwood
Via the Internet

In fifth place is Chrono Trigger, which raked in six of our awards for 1995. Final Fantasy III is in fourth with seven awards to its name. In 1996, Star Wars: Shadows of the Empire scored eight awards, while Super Mario 64 took the cake with ten awards. But GoldenEye 007 tops them all with a total of 14 NP Awards. And we're not alone in our high opinion of the game, either. At E3, The Academy of Interactive Arts and Sciences honored Rare's game with four of its first-ever Interactive Achievement Awards, including Console Game of the Year and Interactive Title of the Year (best game, PC or console, of the year).

Game Boy Security Camera

A Game Boy Camera. What the heck were you guys thinking when you came up with this idea?

Kevin Zepik
Surrey, BC

We were thinking it would be a fun way to shoot and manipulate snapshots, create animation, compose music, and put your face in a video game. Many other people who don't seem to take life too seriously seem to agree that camera is a fun tool, too. It's even great for keeping families together as the following letter-writers will attest.

Isaac '98
Nintendo Power
Player's Pulse
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Chris Shortle • Gardiner, New York

Background Art: Robert Johnson • Spokane, Washington

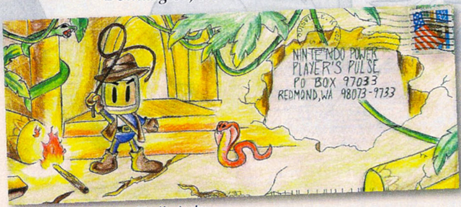
I would like to thank you for creating the Game Boy Camera. We were at Wal Mart in Porterville, California where my son had the opportunity to play with the store's demo camera. Later that afternoon, we were unable to find one of our five sons in the store. The only photo of him we had handy was the one stored in the memory of the Game Boy Camera. We printed out a dozen and sent them out to store security, but luckily for us, it turned out that he had walked home on his own. Thank you, Nintendo, for your camera.

Tony and Pam Abreu
Porterville, CA

The Legend Lives on

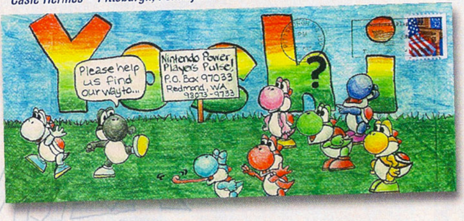
I am writing in regard to the rerelease of the Game Boy Final Fantasy Legend series. Basically, I am ecstatic! I got into the games in 1996, when I was looking for a solid RPG to play on my Game Boy. After checking out Final Fantasy Adventure, I acquired Final Fantasy Legend, and soon discovered it was very much like the NES Final Fantasy, yet it had a unique style and concept. I have to say that Final Fantasy Legend has made an impression that's almost as striking as the amazing FFIII for the Super NES. Previously, the pocket-sized FF Legend trilogy had been frustratingly hard to find, but with its rerelease, more Final Fantasy freaks will be able to discover these worthy adventures!

E. B.
Downington, PA



Jimmy Terrell • Louisville, Kentucky

Casie Hermes • Pittsburgh, Pennsylvania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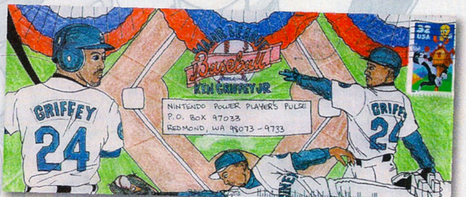
?

But Isn't Soccer Called "Football" Everywhere Else?

Skimming through Volume 109, I came across page 91, in which your International Superstar Soccer '98 article showed a picture of a referee with both hands raised in the air. I'm a certified U.S. referee and there is no signal that looks like that in soccer. We don't wear black-and-white striped shirts like that either. You showed a picture of a football ref, not a soccer ref.

Chris Faina • Clayton, California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GRIFFEY 24

Paul Filipowicz
Via the Internet

Arrgh. Good call, Paul. That's why you're a ref and we're not.

The Quest has Ended

I want to tell you that Quest 64 is the best thing to hit the N64 since Mario. THQ has really done it this time. This has to be the best RPG ever. The battle scenes are so different, and you have the freedom to go anywhere you desire. Don't rent it, buy it!

Kyle LaMere
Via the Internet

The Truth Is out There

I have heard lots of crazy game rumors that I know are not true, but I want to convince my friends so they can actually do something other than waste their time trying to prove me wrong. Please tell me if these stupid rumors are fake:

1. In GoldenEye 007, there is a Golden Moonraker Laser Gun.
2. You can get 150 stars in Super Mario 64 that will earn you all three caps at the same time so you can be invisible and metal and fly at the same time.

Garrett LaRue
Via the Internet

The truth is that both rumors are false.

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POWER CHARTS

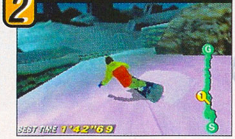
Kobe Bryant charges to the key to debut well ahead of Banjo-Kazooie, but no doubt that sassy bird in a backpack will "fowl" him up near the top of the charts next month. That is, depending on how the voting goes. Be sure to cast your ballot by filling out the Player's Poll Card!

NINTENDO 64 TOP 10

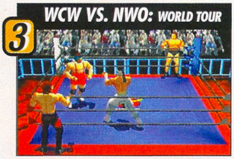
1 GOLDENEYE 007

Ho-hum. James Bond is still on top, but things could be shaking and stirring soon. GoldenEye may be number one, but it's looking like Kobe Bryant, 1080°, and Banjo-Kazooie may have his number.

2 1080° SNOWBOARDING



3 WCW VS. NWO: WORLD TOUR



GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 GOLDENEYE 007	NINTENDO	1	20
2 1080° SNOWBOARDING	NINTENDO	4	3
3 WCW VS. NWO: WORLD TOUR	THQ	7	7
4 KOBE BRYANT IN NBA COURTSIDE	NINTENDO	—	1
5 SUPER MARIO 64	NINTENDO	6	23
6 STAR FOX 64	NINTENDO	5	15
7 YOSHI'S STORY	NINTENDO	3	4
8 BANJO-KAZOOIE	NINTENDO	—	1
9 DIDDY KONG RACING	RARE	2	9
10 MORTAL KOMBAT 4	MIDWAY	—	1

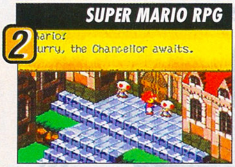
SUPER NES TOP 10

1 THE LEGEND OF ZELDA: A LINK TO THE PAST

— LIFE —
209 35 24

Super Mario RPG still hangs on behind The Legend of Zelda: A Link to the Past. Will Mario's role-playing sequel reach such heights? Some of this month's Player's Pulse letter-writers are having their doubts.

2 SUPER MARIO RPG



3 DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE

MOTOR BOAT
LEAVE CABIN

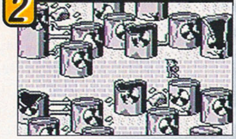
GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	78
2 SUPER MARIO RPG	NINTENDO	2	28
3 DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE	NINTENDO	3	22
4 DONKEY KONG COUNTRY	NINTENDO	5	46
5 FINAL FANTASY III	SQUARE	4	44
6 DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	NINTENDO	6	40
7 CHRONO TRIGGER	SQUARE	7	37
8 SUPER MARIO KART	NINTENDO	9	64
9 SUPER MARIO WORLD 2: YOSHI'S ISLAND	NINTENDO	—	34
10 STAR FOX	NINTENDO	—	65

GAME BOY TOP 5

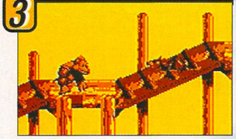
1 THE LEGEND OF ZELDA: LINK'S AWAKENING

Soon these pint-sized adventures will get a splash of color thanks to Game Boy Color. Regardless, Link and his fellow Power Charters still continue to supply many shades of fun.

2 JAMES BOND 007



3 DONKEY KONG LAND 3



GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1 THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	64
2 JAMES BOND 007	NINTENDO	2	5
3 DONKEY KONG LAND 3	NINTENDO	3	9
4 SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	4	68
5 DONKEY KONG LAND 2	NINTENDO	5	24

MOST WANTED

1. THE LEGEND OF ZELDA: THE OCARINA OF TIME (N64)
2. NINTENDO 64 DISK DRIVE
3. BANJO-KAZOOIE (N64)
4. SUPER MARIO 64 2 (N64)
5. GOLDENEYE 007 (N64)
6. TUROK 2: SEEDS OF EVIL (N64)
7. MISSION: IMPOSSIBLE (N64)
8. GAME BOY COLOR
9. KOBE BRYANT IN NBA COURTSIDE (N64)
10. WWF WAR ZONE (N64)

LETTERS, CONTINUED...

Super Mario RP Geez!

I saw the screen shots of Super Mario RPG 2 and could not believe them! The graphics look as good as South Park! I figured that the game would at least have the same graphics and style as the Super NES version, but this? I just hope it has a great plot like the original Super Mario RPG.

Ashley Swetnam
Via the Internet

You're kidding, right? You called the graphics in Super Mario RPG 2 a "2-D look in a 3-D world." I don't want Super-NES-styled games on the N64!

Matt Cengic
Via the Internet

What are you thinking??? A 2-D painting? It looks like you ruined the graphics of Super Mario RPG 2 just for the sake of variety. A game doesn't have to look completely new or cool to make people like it as much as its predecessor.

Nick Dierks
Via the Internet

Hold yer horses, pardners! The graphics you've seen for Super Mario RPG 2 are far from finished. The game is still under development, so let us know what direction you'd like the graphics to take.

Over the Rainbow

Will Game Boy Color support all regular Game Boy games?

Paul Dalmazzi
Via the Internet

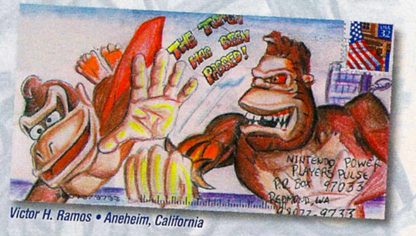
Yes. All Game Boy games that have come out thus far will work with Game Boy Color. When inserted into the new system, any "regular" Game Boy game will become colorized with a 10-color palette of your choosing (it will have the same effect as plugging the game into the Super Game Boy). Better yet, games made specifically for Game Boy Color will be able to display as many as 56 colors.

F-1 Fun

Just how realistic is F-1 Pole Position for the N64? Ubi Soft's racing simulation must be pretty close to the actual sport, because real-life F-1 driver Mika Salo, a non-gamer, managed to beat gaming pro Joe Adkins in a video game matchup. As winner of Volume 102's Player's Poll Contest, nine-year-old Joe won a trip to Montréal, Québec, to witness the 1998 Grand Prix of Canada from an exclusive seat above the pit stop area. Even before the starting flag was waved, Joe got to take in some exhilarating action by mingling with racers and touring Ubi Soft's Montréal office to preview the company's latest N64 offerings: Rayman 2, Tonic Trouble, Hype: The Time Quest, and the improved F-1 speedster, F-1 Racing Simulation.

PlayStation

Playing F-1 Pole Position with F-1 racer Mika Salo was exciting for our contest winner, but Joe says his favorite part of the trip was seeing the PlayStation car wreck.



Victor H. Ramos • Aneheim, California

WRITE AWAY RIGHT AWAY!

This month we're premiering our regular coverage of Pokémon. It's all for you, so send us your suggestions or questions so we can make that little monster of a section as friendly and helpful as possible.

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BOMBERMAN IS BACK IN ACTION IN BOMBERMAN HERO, A 3-D, ONE-PLAYER SPACE ADVENTURE THAT SPANS THE BOMBER NEBULA. THIS RUMBLE PAK-COMPATIBLE TITLE IS HUGE! IN FACT, THE 12 PAGES WE'RE SHOWING YOU THIS MONTH WILL COVER JUST THE STAGES, GADGETS, MAZES AND MONSTERS IN THE FIRST HALF OF THE GAME!

IT'S HERO TIME!

A mysterious UFO has crashed on Planet Bomber, and Bomberman is ordered to investigate. While exploring the wreckage, the helmeted hero meets Nitros, a battle-hardened officer of the distant Garaden Empire. Nitros is searching for a computer disk taken by Princess Millian from nearby Primus Star. The Garadens have learned that the princess gave the disk to her robot Pibot, and Nitros will stop at nothing to get it back, even if it means destroying Planet Bomber. Now it's up to you to help Bomberman defeat the alien invaders and restore peace between the planets.

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A WAR BETWEEN WORLDS

You'll have to complete 71 levels on four planets and destroy Garaden starbase to settle this intergalactic battle. Of course, the fun doesn't end when the credits roll–if you find all the Special Bombs and earn our target scores, you'll have a close encounter with a bonus planet. This month we'll show you the scores for and Special Bomb locations in the first half of the game.

BOMBERMAN

A citizen of Planet Bomber, Bomberman is thrust into the middle of a fight between two warring worlds.

PIBOT

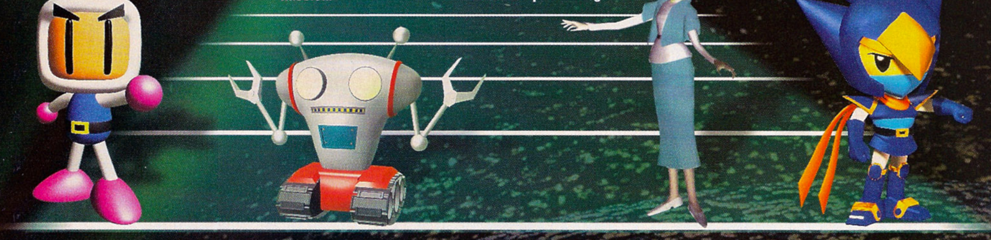
Pibot is Princess Millian's personal robot. Pibot carries the Data Disk that Nitros needs to fulfill his mission.

PRINCESS MILLIAN

Princess Millian won't tell the Garadens where she hid their Data Disk. The empire is holding her for questioning.

NITROS

A skilled warrior, Nitros has orders to retrieve the Garaden Empire's disks at any cost.



TOOLS AND TREASURES

There are 21 types of items Bomberman will collect during his adventure across the Bomber Nebula. These items fall into two categories: items that will increase your score in the level and items that will enhance Bomberman's fighting abilities.

BOMB UP

Find power-ups to increase by one the number of bombs you can drop.

FREEZE BOMB

Anything caught in this bomb's icy blast will be temporarily frozen in ice.

SALT BOMB

The cloud of salt from bombs won't harm anything except pesky slugs.

REMOTE CONTROL

Activate the Remote Control to detonate bombs from a safe distance.

LIFE HEART

Picking up Life Heart will replenish one notch on Bomberman's life meter.

MAX LIFE RECOVER

The Max Life Recovers will completely restore Bomberman's life meter.

1-UP

A 1-Up tacks on an extra life, but you'll have to look hard to find it.

BLUE CRYSTALS

If you collect 200 Blue Crystals, you'll increase your life meter by one mark.

RED CRYSTALS

Picking up Red Crystals is the same as picking up five Blue Crystals at once.

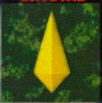
RAINBOW DIAMOND

You'll earn 1,000 bonus points each time you grab the colorful Rainbow Diamond.

GOLD DIAMOND

You'll add 500 bonus points to your score whenever you collect a Gold Diamond.

KEY CRYSTAL



You'll have to collect all four pieces of a Key Crystal to open a Crystal Door.

CARD KEY

The gold Card Key is the only item that will open the computer doors.

DATA DISK

Nitros and the rest of the Garaden Empire will stop at nothing to get this back.

FORCE FIELD KEY

You'll have to use this item to deactivate the force fields in some levels.

FIRE UP

You can collect up to four Fire Ups to expand your bombs' explosion radius.

BODY ARMOR

Use the Body Armor to protect Bomberman from the blast of a misplaced bomb.

POWER GLOVE

You can double the range of your bomb throw if you wear the Power Glove.

BUBBLES

Find and step on a Bubbles icon to ride inside a slowly rising bubble.

COMMUNICATOR

If you find the Communicator, Pibot will give you hints for solving problems.

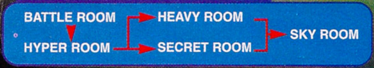
SPECIAL BOMB

You'll need to collect all the Special Bombs to reach the Bonus Planet.

PLANET BOMBER

Red Alert! A mysterious UFO has crashed in the nearby Peace Mountains, and you've been summoned to investigate. Since all citizens of Planet Bomber must be well-trained in handling explosives, you'll have to complete a grueling series of training exercises before you can leave the Bomber Base.

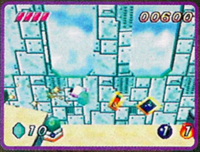
AREA 1: BOMBER BASE



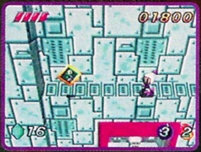
BATTLE ROOM

TARGET SCORE: 4,500

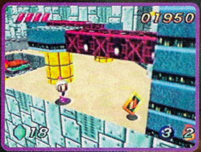
Your robot evaluator is watching your progress in the Battle Room. You'll win a medal or badge, depending on how many points you earn, by collecting items and defeating enemies, so go for the gold by aiming for the target score in each area.



If you take the tumbling ride on the green catapults, you'll add extra points to your score.



Climb up on the black blocks to reach the treasures up on this high ledge near the entrance.

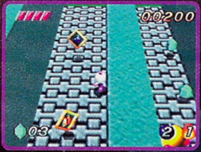


If you tap the top, right or left C Buttons, you can temporarily adjust your camera angle.

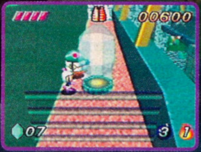
HYPER ROOM

TARGET SCORE: 4,000

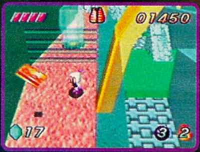
The Hyper Room is a narrow stage made up of a long series of conveyor belts. While it's possible to collect all the items and complete the stage without turning off the belts, you'll find that this area is easier to complete if you deactivate the belts before you start exploring.



You can collect items on the belt, but you'll waste less time if you blast the switch first.



The teleporter will warp to the exit, but you'll find a valuable item if you climb over the bars.

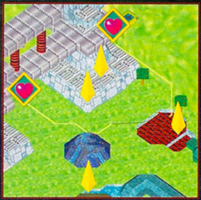


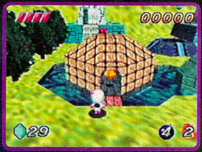
The Key Card is on the other side of the bars. Use it on the red door to reach the Heavy Room stage.

SECRET ROOM

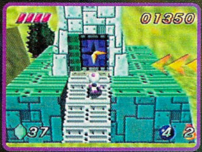
TARGET SCORE: 3,500

To reach the Secret Room, warp through the teleporters in the Hyper Room and take the exit on the far-left side of the stage. The Secret Room is the first place you'll find in the game where you must collect four Key Crystals to complete the level.





The first Key Crystal is easy to miss. Look for it on top of this building next to the entrance.

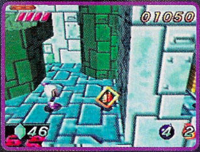


As you find and collect the Key Crystals, they will be automatically placed in the tower door.

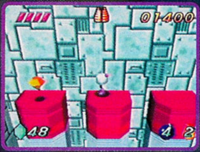
HEAVY ROOM

TARGET SCORE: 4,500

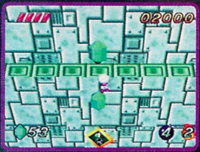
You'll have to find the Key Card and use it on the red door in the Hyper Room to reach the Heavy Room. Part of the floor in this room is covered with hot electrical coils, but you'll remain cool and find most of the treasure here if you leap along the high ledges on the back wall.



Search behind the spiral metal walkway to find Body Armor and several Blue Crystals.



You can reach these platforms if you jump on the flashing circuit box near the control room window.

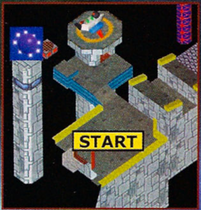


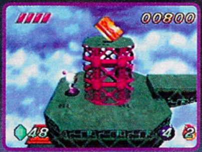
Jump left from the stage exit to collect the row of Blue Crystals on this ledge.

SKY ROOM

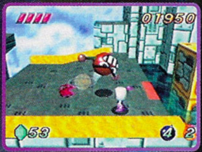
TARGET SCORE: 4,000

The Sky Room is Bomberman's final exam. To complete this test, you'll need to find the Card Key that opens the exit door at the end of the stage. You'll find more tricky conveyor belts here, and if you take a wrong step you'll flunk this test.



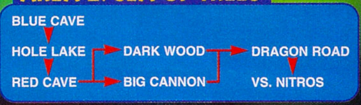


You won't find the Card Key out in the open. Climb the red tower and bomb the box to collect it.



Dispose of the three robots before leaping for the sinking yellow platform on the right.

AREA 2: SEA OF TREES

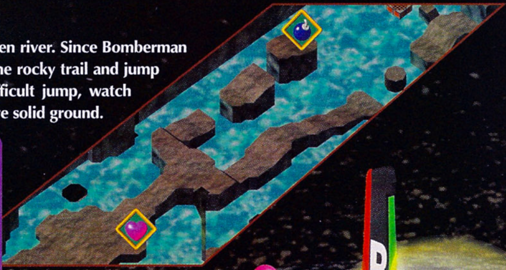


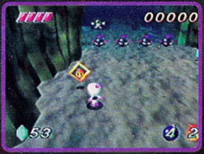
The robots at the Bomberman base were just testing your skills, but now monsters and other mysterious beasts are watching you from the woods. You'll have to traverse caves, lakes and canyons to reach the distant foothills of the Peace Mountains and the smoldering wreckage of the UFO.

BLUE CAVE

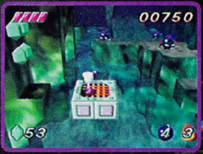
TARGET SCORE: 3,000

The Blue Cave is a large tunnel partially flooded by a swollen river. Since Bomberman can't swim in water over his head, you'll have to stick to the rocky trail and jump across any gaps you may encounter. When making a difficult jump, watch Bomberman's shadow to determine when you're back above solid ground.





Grab the Fire Up at the cave entrance before you fight the monsters. You can defeat two or more enemies with a single bomb when you're fully powered-up.

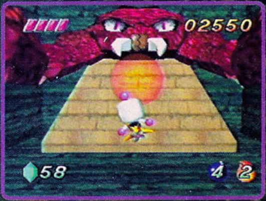


You won't be able to see where the platform goes, but if you ride it you'll find four Blue Crystals. You'll have to wait to ride it back across the water.

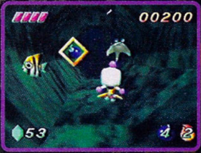
HOLE LAKE

TARGET SCORE: 7,500

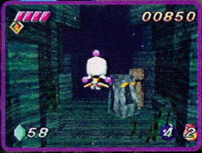
A giant crab is terrorizing the peaceful folks at Hole Lake! This is the first stage in the game where you'll have a chance to test the Bomber Marine. This diving device isn't the fastest thing beneath the sea, but it's equipped with homing torpedoes capable of hitting any target. The Bomber Marine can also scoot in reverse, so you can back up and grab missed treasures. You'll find it pretty easy to earn a perfect score in this level.



To defeat the giant crab at the end of the stage, shoot torpedoes into his mouth as he spreads his claws apart.



The small manta rays will ram the Bomber Marine if you glide too close. Use your torpedoes to keep these pests at bay.

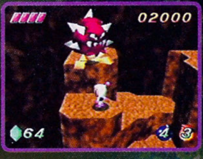


No weapon will chip the dense surface of an the statues. Do your best to avoid these sinking artifacts.

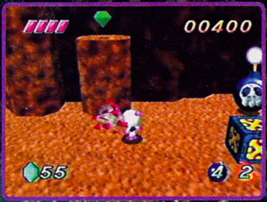
RED CAVE

TARGET SCORE: 5,500

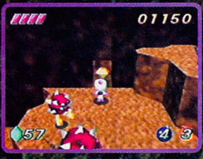
With its super-sized foes and long chasms, the Red Cave is one of Bomberman's first challenging stages in the Sea of Trees. The exit guarded by the two bombs leads to the Dark Woods. If you're in the mood to fly, keep walking all the way to the right to find the exit leading the Big Cannon and the Bomber Jet.



Don't let these big guys expand and hit you with their spikes. Drop a bomb near each one's feet or toss one in its face.



Pick up the treasures on the upper rock platforms before you work your way down to the main floor inside the Red Cave.

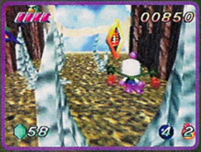


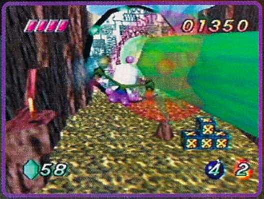
If you blow away the skull bombs on the right side of the stage, you'll uncover treasures like the Gold Diamond, which is worth 500 points.

BIG CANNON

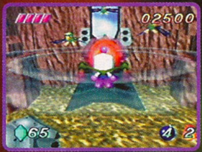
TARGET SCORE: 7,000

You'll be using the Bomber Jet to destroy the Garaden Empire's Big Cannon. The enemy knows you're coming and has laid several massive ground laser beam installations across your flight path. Keep an eye out for these beam weapons and avoid flying directly over them.





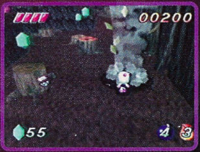
There's a flying laser beam waiting to ambush you halfway through the stage. You can shoot it down if you dodge its firepower.



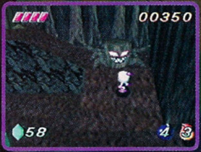
The Big Cannon has two weapons: a gun and two smaller missile launchers. Destroy the gun first, then target the blue control room between the missile launchers.

DARK WOOD

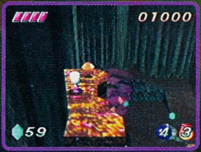
TARGET SCORE: 2,500



It's a twister! If you step into the white tornadoes, they'll whisk you up and transport you to the high ledges above the woods.



Cut down the evil tree stumps before they breathe their swamp gas on you. It takes three or four bombs to pulverize these pests.



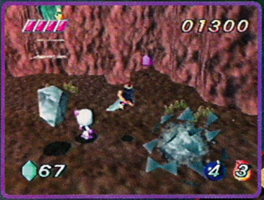
There are wild beasts living on the high cliffs. Chase them off with a couple of bombs or they'll push you off the ledge.

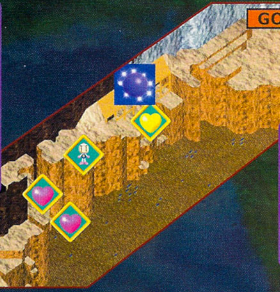
The inhabitants of Dark Wood have a saying: "Red tornadoes are mean and white tornadoes are kind." What these folks are trying to tell you is that the white twisters will pick you up and drop you on the high ledges. Along the canyon edge you'll find treasures and the exit. If you're wondering how mean a red twister can be, make sure you have life to spare before you find out.

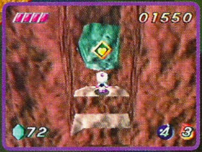
DRAGON ROAD

TARGET SCORE: 3,000

The Dragon Road is a long, broken canyon with jagged rock walls that resemble the spine of a dragon. The best way to make this perilous crossing is along the high trail, but if you're set on earning a perfect score, you'll have to explore the dangerous canyon floor. The rolling boulders are looking for you, so your best defense is to keep moving.





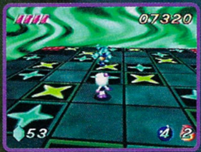


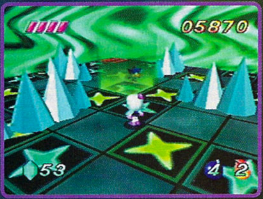
Falling rocks can quickly take their toll while you're exploring the canyon floor. Replenish your health with this Max Life Recover.

VS. NITROS

TARGET SCORE: 7,000

Nitros wants the Data Disk back and he's not going to let Bomberman interfere with his plans. The first battle with Nitros is easy to win. Dodge his charges and shockwave attacks, then quickly toss three or four bombs at him. As long as you keep running, you should be able to win the fight without taking a single hit.





Throw bombs at Nitros until he steps on a blue square and unleashes his shockwave attack. You can avoid taking damage by constantly moving throughout the fight.

AREA 3: PEACE MOUNTAINS

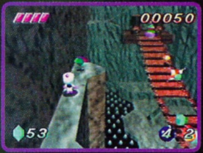
CLOWN VALLEY ► GREAT ROCK ► FOG ROUTE ► VS. ENDOL

Normally a tranquil place, Planet Bomber's Peace Mountains have been overrun with Garaden guns and troops. The alien invaders are hanging on by their fingertips, but they won't retreat without a fight. Bomberman faces a long and treacherous climb to the summit.

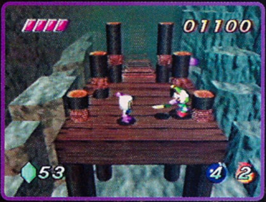
CLOWN VALLEY

TARGET SCORE: 3,000

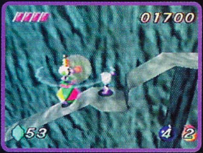
It takes several bombs to defeat the enemies surrounding the rope bridge across Clown Valley. The sinister clowns living here are no laughing matter, especially when they try to push you off the bridge. Climb up the rock walls surrounding the valley and bomb them before they try to push you around.



Collect the treasures on the walls surrounding Clown Valley. When you're fully stocked, jump and throw bombs down on the enemies walking across the bridge.



Clowns have a fast, spinning attack that's difficult to avoid in close quarters. Your best defense is to run away and drop bombs behind you as the clown starts to chase.

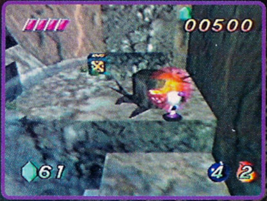


If you scramble above the clowns on the rocks, you'll be able to kick bombs down on these wise guys, defeating them before they can roll too close.

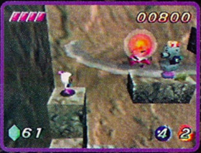
GREAT ROCK

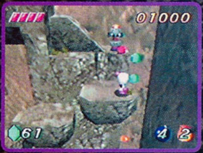
TARGET SCORE: 3,500

There's nothing great about climbing this sheer cliff. Evil tree stumps exhale poisonous gas in your face, unruly robots try to push you off the mountain and dark thunderclouds shoot lighting bolts from overhead. If you want a perfect score here, you'll have to blast everything in your way and make incredible leaps across the rock face.



Get too close to these stumps, and you'll breathe your last breath. Try tossing bombs up at the monsters from a lower ledge.



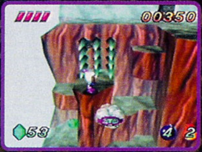


Jump and throw bombs from a distance to unplug the robots perched on the high ledges. These mechanized sentries are usually guarding treasure, so take a close look around in the rocks after you've blasted their components into spare parts.

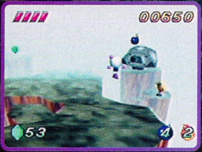
FOG ROUTE

TARGET SCORE: 3,500

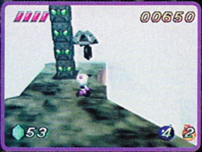
The mountaintop might be shrouded in clouds, but that doesn't keep the Garaden troops from spotting your advance. Enemy resistance is fierce along the crest of this jagged ridge, but you've almost liberated Planet Bomber from the alien invaders. Now it's time to obliterate their big guns.



Climbing up the mountain ledges will lead you above your troubles, but keep a sharp eye out for the spike traps in the rocks.



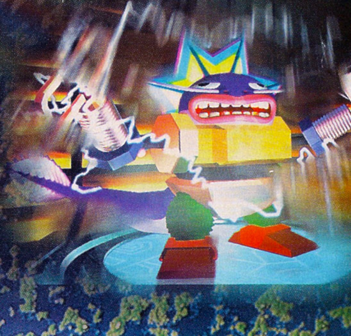
The big guns on the mountain have a longer range than your arm. Keep moving from side to side to throw off the gun's aim.



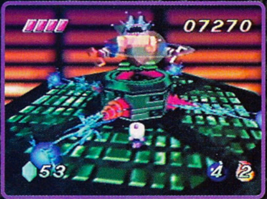
The towering stacks of blocks won't fall unless they see you. Run within range, then quickly retreat before they fall on you.

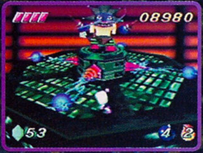
VS. ENDOL

TARGET SCORE: 7,500



Endol's weak spot is his chest. Jump the electrical bolts arcing out from the rotating platform and constantly throw bombs. After the robot gets off the platform, keep throwing bombs. If you dodge Endol's tail attacks, you'll have no trouble defeating him.

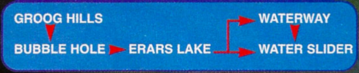




Leap over the electrical bolts sparking from the rotating platform and keep throwing bombs at the center of Endol's chest.

PRIMUS STAR

AREA 1: WOODS OF ESURAM

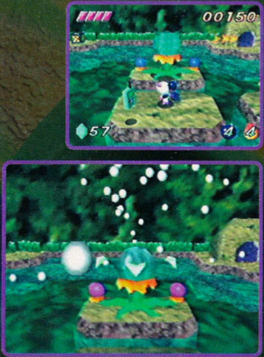


Fierce, strange creatures wander the lands surrounding Primus Castle. While Garaden soldiers lurk in the distance, you won't have to worry about them until you get closer to the fortress. These opening levels are a great place to sharpen your bomber skills for the tougher battles ahead.

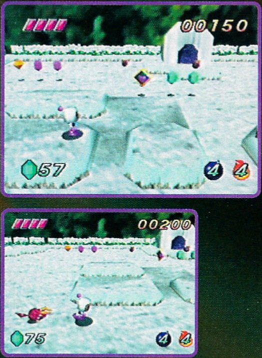
GROOG HILLS

TARGET SCORE: 6,000

You'll need to know how to use Bomberman's Rolling Bomb technique to earn a perfect score in Groog Hills. If you use the Rolling Bomb on the Freeze Flower, it will create a huge, swirling snowstorm. The cold weather won't hinder the annoying, ankle-biting Groogs. Pibot suggests dropping bombs on Groogs as they chase behind you, but you might find it easier to throw bombs at the sleeping beasts and blast them before they wake up.



To change summer into winter, hold the B Button until Bomberman winds up, then release the button to toss a Rolling Bomb at the Freeze Flower, creating an instant blizzard.

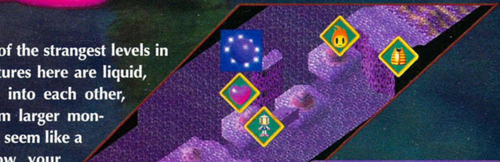


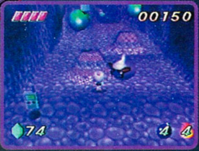
Once the lakes are frozen, you can reach the remaining treasures. Just watch out for the Groogs and try to blast them before they can chase you across the slippery ice.

BUBBLE HOLE

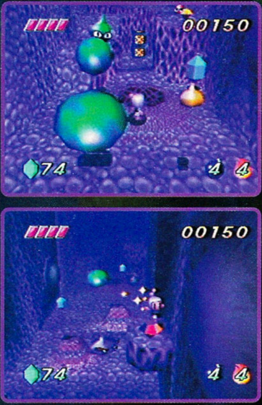
TARGET SCORE: 7,000

Bubble Hole is one of the strangest levels in the game. The creatures here are liquid, and if they bounce into each other, they'll join and form larger monsters. While it might seem like a good idea to throw your bombs at these liquid beasts, the bouncing bubbles in the cave will often block your aim. To solve this problem, try placing bombs in front of your feet and kicking them ahead of you. You'll find that you'll usually hit your target.





Quickly eliminate the colored drops on the ground before they can mix together and form larger, more formidable monsters.

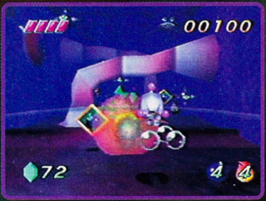


Teleporters are hidden throughout the cave. Try jumping into the bubble holes to find the teleporters. If you find one, it will warp you to an upper ledge.

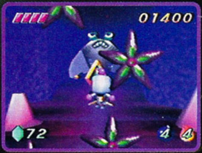
ERARS LAKE

TARGET SCORE: 6,500

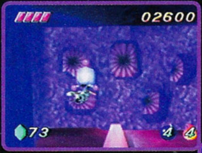
You'll use the Bomber Marine to delve into the depths of Erars Lake. While your homing torpedoes make quick work of the enemies, it can be tough to find your way out of these murky waters. If you're trying to figure out how to navigate the holes at the end of the stage to reach Waterway, swim to the upper left.

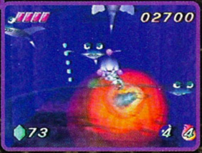


The Bomber Marine's homing torpedoes make you the big fish in this little pond. Since you don't have to concentrate on your aim, focus on dodging the charging fish.



The giant manta ray is easy to defeat if you stay out of his range. If you find yourself too close, try swimming in reverse.



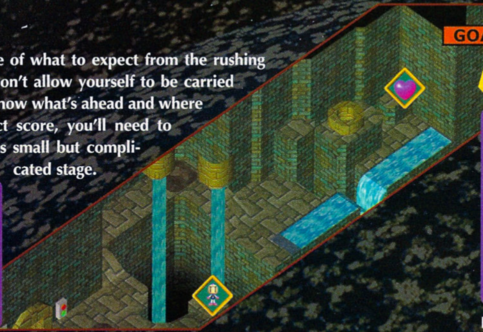


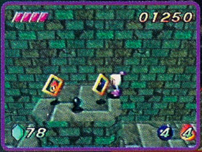
If you want to move on to the Waterway stage, swim through the upper left hole. Take the lower right hole to reach the Water Slider stage.

WATERWAY

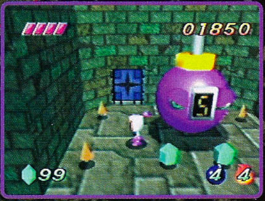
TARGET SCORE: 4,000

Waterway gives you a taste of what to expect from the rushing currents in Water Slider. Don't allow yourself to be carried by the current unless you know what's ahead and where to jump. To earn a perfect score, you'll need to explore all the pipes in this small but complicated stage.





The monsters aren't as big a threat in Waterway as the danger of being swept away by the river and sent down the falls.

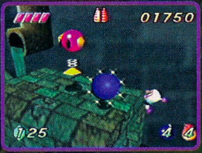


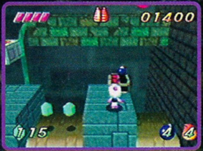
Dropping down the pipe leads you to the exit, but time isn't on your side. You'll have a scant five seconds to pick up four Key Crystals and make it through the exit.

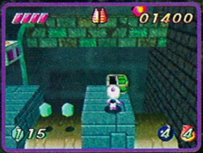
WATER SLIDER

TARGET SCORE: 4,000

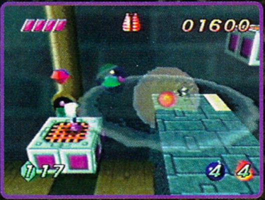
Going with the flow is generally a good idea in Water Slider—unless you're not paying attention as the current drags you off a waterfall. The most difficult part of this stage is collecting the Special Bomb, which you'll spot on a platform above you just before the first waterfall. The trick to reaching the bomb is to jump to the platform as you slide down the steep part of the flume. If you leap from any other spot, you'll come up short.





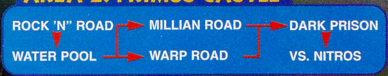


Hit the switch to activate the platform on the left. If you leap against the flow, you'll reach the exit above your head.



Blast the bomb-tossing bullies on the platforms ahead before you reach them. These narrow platforms are completely exposed, so it's better to eliminate your foes before you land on their turf.

AREA 2: PRIMUS CASTLE

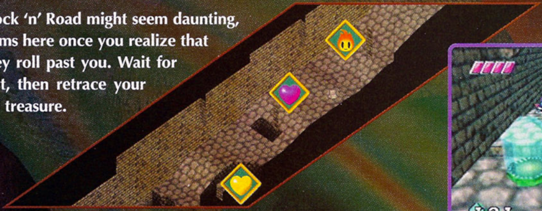


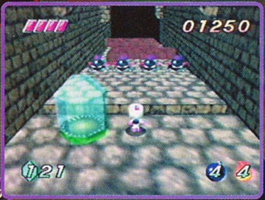
The stages inside Primus Castle are a mixture of perilous platforms, high-speed hallways and teleportation mazes. Unlike Planet Bomber, the best treasures in these areas are well hidden, so you'll have to be persistent and thorough if you want to collect everything for your perfect score.

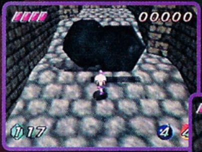
ROCK 'N' ROAD

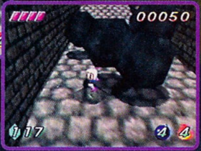
TARGET SCORE: 3,000

The boulders dropping on Rock 'n' Road might seem daunting, but it's easy to collect the items here once you realize that the rocks disappear after they roll past you. Wait for the boulders to thunder past, then retrace your steps and pick up any missed treasure.

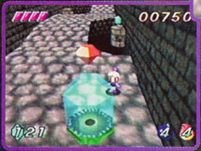








There are two ways to avoid the rolling boulders: sprint from side to side, or leap into the holes and let them rumble past.

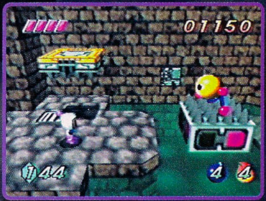


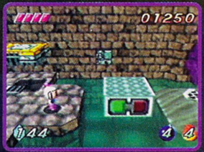
Don't risk your life fighting these blue baddies. If you jump and throw your bombs from a distance, you can eliminate them before they detect you.

WATER POOL

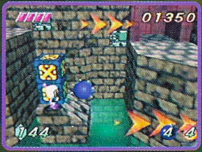
TARGET SCORE: 4,500

Poisonous gas and roving enemies are the least of Bomberman's worries in the Water Pool. Without the Bomber Marine, Bomberman will take damage if he has to swim. As you carefully make your way along the highest and hopefully driest path in the level, look for two exits at the end of the stage. The lower exit will take you directly to the Warp Room, but the upper exit leads you down Millian Road.





Time your toss to eliminate two problems in one fiery blast. A well-thrown bomb will flatten the platform spikes and destroy the bobbing enemy. If you miss, make sure the spikes are gone before you leap.

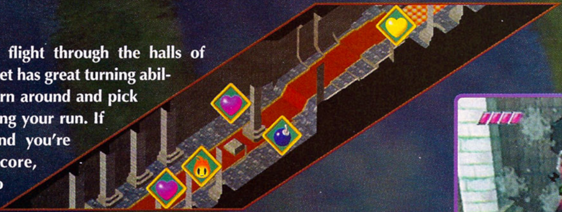


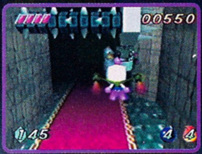
The Special Bomb is on a ledge below the stage exits. You'll have to jump back up to the left to reach the upper exit.

MILLIAN ROAD

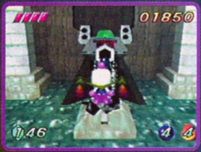
TARGET SCORE: 5,000

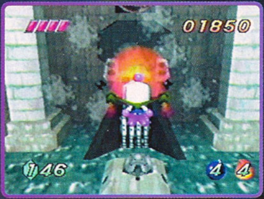
Millian Road is a scrolling flight through the halls of Primus Castle. The Bomber Jet has great turning ability, but there's no way to turn around and pick up treasure you missed during your run. If you miss some treasure and you're aiming for the target score, destroy all the enemies to make up the difference.





Dodge the rotating spiked columns that pop out of the walls in front of you. You'll find it easier to avoid a collision and pick up treasure if you use your brakes throughout the stage.



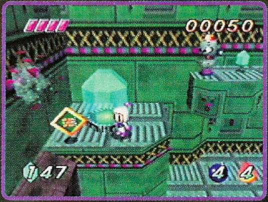


If you're having a tough time finding a weak spot on the armored cannon at the end of the level, try aiming for the blue control room on top of the gun.

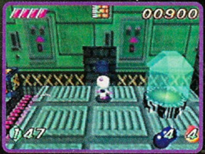
WARP ROOM

TARGET SCORE: 2,500

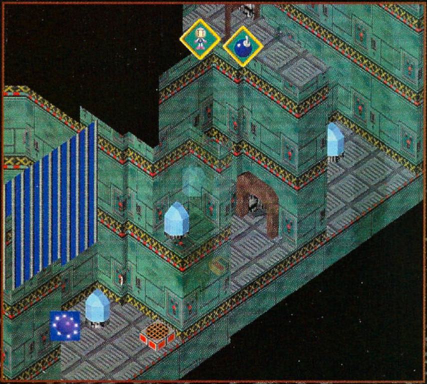
You'll have to teleport through all the compartments in the Warp Room and throw a switch to find all the treasures in this complicated stage. The exploding enemies will wear you down, so concentrate on eliminating them before you jump in the teleporters. The Force Field Key is on the far left side of the stage.



The Force Field Key is directly above your head when you first step into the Warp Room, but you won't see it until you've zapped through two teleporters.



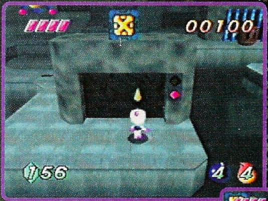
Grab the Special Bomb behind the force field, then walk right and hop on the platform to reach the final teleporter.



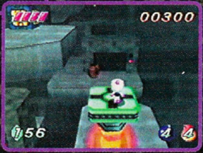
DARK PRISON

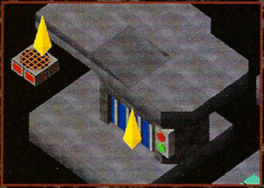
TARGET SCORE: 3,000

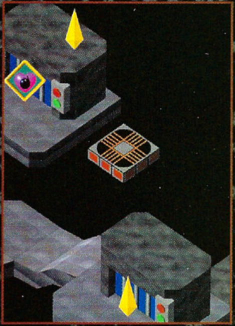
You'll have to bomb your way through the hostile halls of Dark Prison to find the four Key Crystals that unlock Princess Millian's cell. This dark facility is packed with criminals and tight spaces. If you walk left and up the ramp next to the entrance, you'll find a cell holding a Remote Control for your bombs. Use this device to blast foes on tiny platforms and avoid taking damage.



Blast the door switches to reach the Key Crystal inside. Use the Remote Control to dispatch the enemy inside the cell or you'll have to fight your way past the escaping inmate.



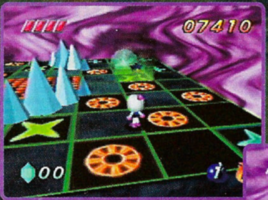


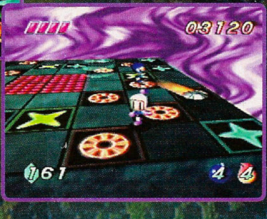


VS. NITROS

TARGET SCORE: 6,500

Nitros has improved his fighting skills since your last encounter with him on Planet Bomber. In this battle, watch for his disk-throwing attack. Whenever Nitros pauses on a disk square, he'll throw a disk at you. The disks will bounce across the battlefield until either they're blown up by a bomb or they hit you. It's easy to sidestep the disks in the open spaces on the battlefield, but it's tough to dodge them in a corner.





Bomberman may be running into trouble if he's cornered by Nitros's disk attack. It's tough to predict where a disk will bounce when it enters a corner, so do your best to remain in the center of the battlefield.

AREA 3: CLOCK TOWER

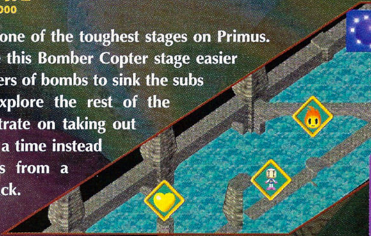
KILLER GATE ► SPIRAL TOWER ► SNAKE ROUTE ► VS. BARUDA

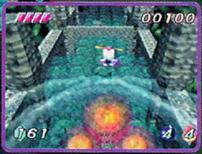
There are only four stages in the Clock Tower, the third and final area in Primus Star, but these levels have far deadlier traps and enemies than any other place on the planet. A healthy dose of patience and caution will serve you well here.

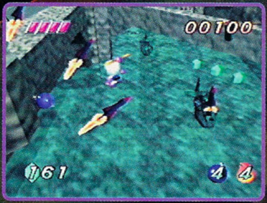
KILLER GATE

TARGET SCORE: 4,000

Killer Gate is one of the toughest stages on Primus. You can make this Bomber Copter stage easier by using clusters of bombs to sink the subs before you explore the rest of the level. Concentrate on taking out one enemy at a time instead of risking hits from a combined attack.



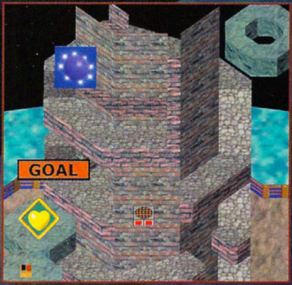




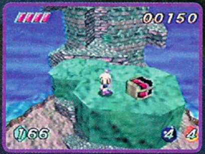
High flyers will probably miss the Special Bomb under the ledge in Killer Gate. Sink the subs near the treasure before you dive to the deck and pick it up.

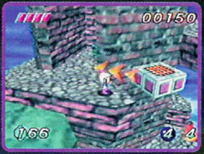
SPIRAL TOWER

TARGET SCORE: 3,000

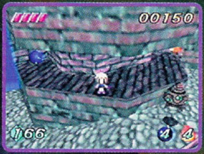


To earn a perfect score in Spiral Tower, you'll need to do some beachcombing. Collect the treasure along the shore before you start your climb up the tower.





To activate the platform next to the stage exit, leap away from the tower to the stone ledges and bomb the switch.

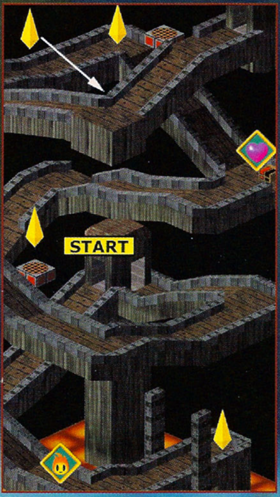


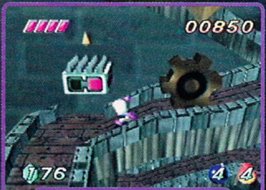
If you think you have enough life meter energy, ride up the platform near the exit and climb up to the Special Bomb at the top of the tower.

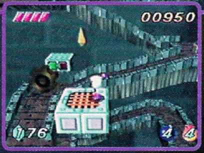
SNAKE ROUTE

TARGET SCORE: 2,500

You'll need to collect four Key Crystals to open the Snake Route exit. While you start in the middle of this vertical level, work your way down to the bottom to pick up the lowest Key Crystal first. If you do this, you won't have to retrace your steps up and down this hazardous level searching for overlooked keys.





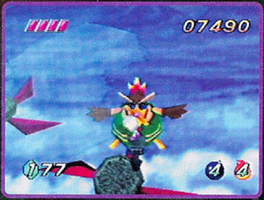


Accurate bomb tossing is what will get you to the top of the Snake Route. Lob bombs onto the two switches that control the middle platforms near two Key Crystals.

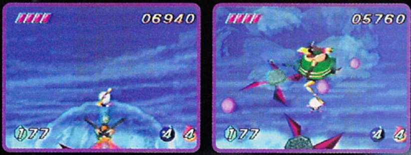
VS. BARUDA

TARGET SCORE: 6,000

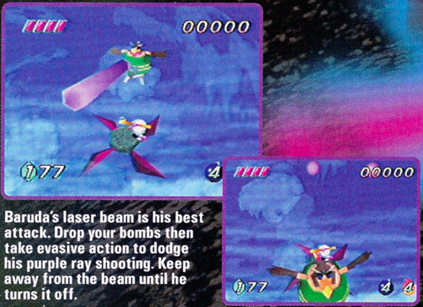
You'll pilot the Bomber Copter in your high-flying duel with Baruda. It's helpful to have at least three or four bombs in your inventory, but if you find yourself short on firepower, look for power-ups on the hovering platforms as you start the battle. To win the battle, you'll have to fly above Baruda and drop bombs on him. Charge up your bombs by holding the bottom C Button, then release them in a cluster. If you can avoid Baruda's sweeping laser beam attacks, you'll find it easy to gain the upper hand on this foul fowl.



You'll have the best chance at winning this fight if you're carrying full firepower. Collect the Bomb Ups and Fire Ups on the hovering platforms around Baruda.

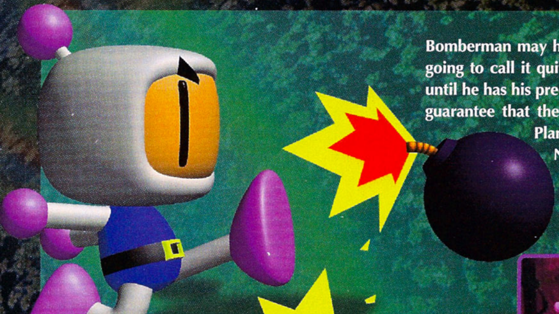


Take to the stratosphere and fly up as high as you can away from Baruda. Once you're there, hold the bottom C Button to charge up your bombs before releasing them in a deadly cluster.



Baruda's laser beam is his best attack. Drop your bombs then take evasive action to dodge his purple ray shooting. Keep away from the beam until he turns it off.

MORE EXPLOSIVE ACTION IS ON THE WAY!

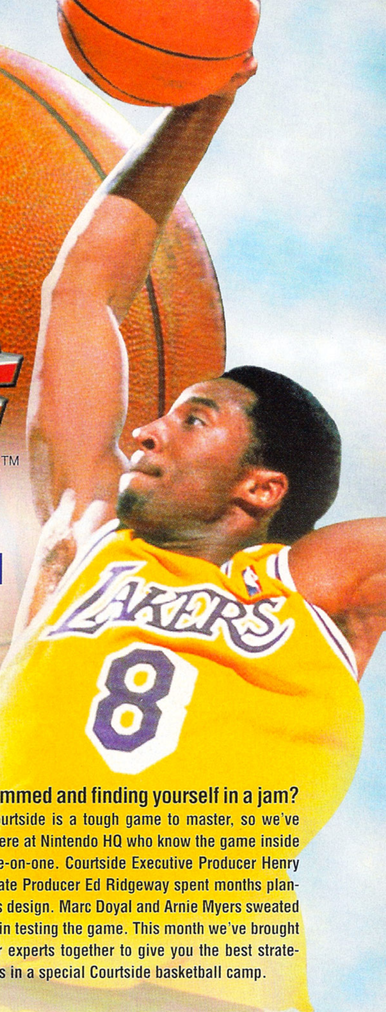


Bomberman may have liberated Primus Star, but the Garaden Empire isn't going to call it quits. Nitros has Princess Millian and he won't give her up until he has his precious Data Disk back. Even with Primus saved, there's no guarantee that the Garadens won't invade again or find a way to attack Planet Bomber. Bomberman has no choice but to follow Nitros to the lava planet, Kanatia. We'll reveal this hot rock's traps and treasures, plus explore other worlds in next month's issue.

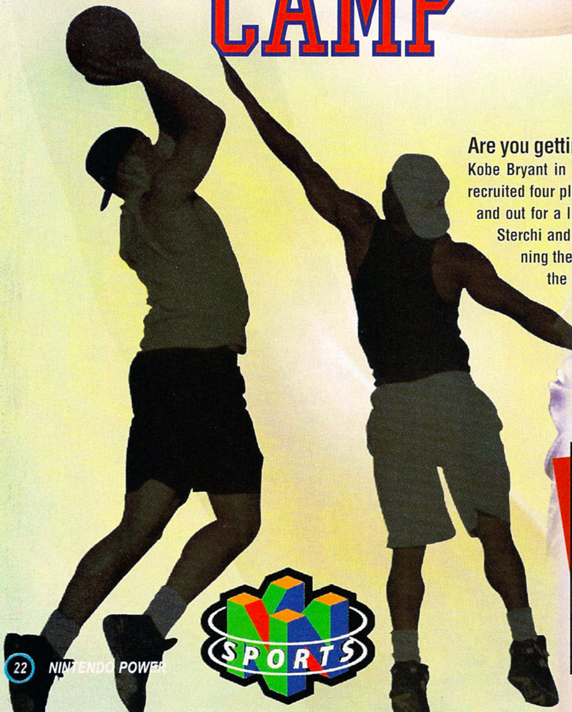
Maps: Realm CG by Sonic D.D.& Kim.(Shogakukan Inc.)

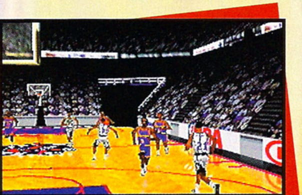
Kobe Bryant in NBA COURTSIDE™

BASKETBALL CAMP



Are you getting slammed and finding yourself in a jam? Kobe Bryant in NBA Courtside is a tough game to master, so we've recruited four players here at Nintendo HQ who know the game inside and out for a little one-on-one. Courtside Executive Producer Henry Sterchi and Associate Producer Ed Ridgeway spent months planning the game's design. Marc Doyal and Arnie Myers sweated the details in testing the game. This month we've brought all four experts together to give you the best strategies in a special Courtside basketball camp.





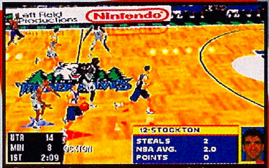
If you're having problems getting to the rim, our game experts have the solutions for blowing out the competition.

Arnie Myers
Game Tester

STEALING

"HIGH-PRESSURE DEFENSE MAKES YOUR PLAYERS MORE AGGRESSIVE, CAUSING MORE STEALS AND TURNOVERS."

Blocking shots is the easiest defense to learn, but many gamers don't capitalize on the opportunity to steal the ball. A successful steal will rob your opponent of a scoring opportunity, but a missed block means that the ball is still headed for the rim, and fate is the only thing that can prevent it from going in.



Steals rob your opponents of shot opportunities and offer less risk than trying to jump and block every shot.

Nintendo
0:46

Your player loses energy every time you try to steal. To save stamina, don't make more than three attempts in a row.

To intercept a pass, stand in the ball path preferably close to the passer or intended receiver and tap the A Button.

When I steal the ball, I try to avoid jamming on the A Button. Each time you hit the A Button, you're taking a chunk of energy away from your player's turbo meter. The most steals I ever attempt in a row is three, then I let my player's turbo meter refill. Ed Ridgeway made the chart to the right of the best ball thieves in the game. These guys are great for grabbing the ball or intercepting passes. If you haven't mastered picking off passes, try standing in the flight of the ball and pressing the A Button. You'll have a better chance if you're standing next to the passer or intended receiver.

If you're down by ten points or if the other team's players are red hot, you might want to consider setting your defensive pressure to high to increase steal opportunities. High-pressure defense makes your players more aggressive, causing more steals and turnovers, but if you let your players play at this tempo for a long time, they'll quickly get into foul trouble or lose stamina. To reduce your chances of committing a foul, try grabbing the ball while standing directly in front of the ball handler. If you keep trying to steal the ball at an angle or behind your opponent, you'll probably get called for a foul. I found that the best players to steal from are centers or forwards. These guys are often the worst ball handlers, so turn your best thieves loose on them. Any time you see a center or forward with the ball, attack that player until he passes or coughs up a turnover.

Centers and forwards are often easier to steal from than guards, so make them your primary target.

THE BEST STEALERS

ATLANTA HAWKS: Mookie Blaylock, Tyrone Corbin, Eldridge Recasner

BOSTON CELTICS: Tyus Edney, Antoine Walker, Ron Mercer, Kenny Anderson

CHARLOTTE HORNETS: Bobby Phills, David Wesley

CHICAGO BULLS: Scottie Pippen, Randy Brown, Ron Harper

CLEVELAND CAVALIERS: Brevin Knight, Derek Anderson, Cedric Henderson

DALLAS MAVERICKS: Robert Pack, Erick Strickland

DENVER NUGGETS: Bobby Jackson, Anthony Goldwire, Bryant Stith

DETROIT PISTONS: Grant Hill, Joe Dumars, Lindsey Hunter

GOLDEN STATE WARRIORS: Muggsy Bogues

HOUSTON ROCKETS: Hakeem Olajuwon, Clyde Drexler, Roderick Rhodes

INDIANA PACERS: Travis Best, Chris Mullin, Mark Jackson

LOS ANGELES CLIPPERS: Pooh Richardson, Eric Piatkowski, Rodney Rogers

LOS ANGELES LAKERS: Eddie Jones, Rick Fox

MIAMI HEAT: Eric Murdock, Tim Hardaway, Dan Majerle

MILWAUKEE BUCKS: Terrell Brandon, Elliot Perry

MINNESOTA TIMBERWOLVES: Anthony Peeler, Stephon Marbury, Tom Gugliotta

NEW JERSEY NETS: Kendall Gill, Sam Cassell, Kerry Kittles

NEW YORK KNICKS: John Starks, Charlie Ward, Charles Oakley

ORLANDO MAGIC: Nick Anderson, Anfernee Hardaway, Derek Harper

PHILADELPHIA 76ers: Allen Iverson, Eric Snow, Aaron McKie

PHOENIX SUNS: Jason Kidd

PORTLAND TRAILBLAZERS: Stacey Augmon, Damon Stoudamire, Walt Williams

SACRAMENTO KINGS: Mitch Richmond,Anthony Johnson

SAN ANTONIO SPURS: Cory Alexander, David Robinson, Avery Johnson

SEATTLE SUPERSONICS: Gary Payton, Hersey Hawkins, Nate McMillan

TORONTO RAPTORS: Doug Christie, Chauncey Billups, Dee Brown

UTAH JAZZ: John Stockton, Bryon Russell, Karl Malone

VANCOUVER GRIZZLIES: George Lynch, Michael Smith, Lee Mayberry

WASHINGTON WIZARDS: Rod Strickland, Chris Webber, Chris Whitney

THE BEST REBOUNDERS

ATLANTA HAWKS: Dikembe Mutombo, Anthony Miller, Alan Henderson

BOSTON CELTICS: Antoine Walker, Popeye Jones, Andrew DeClercq

CHARLOTTE HORNETS: Anthony Mason, Vlade Divac, Matt Geiger

CHICAGO BULLS: Dennis Rodman, Luc Longley, David Vaughn

CLEVELAND CAVALIERS: Zydrunas Ilgauskas, Shawn Kemp, Vitaly Potapenko

DALLAS MAVERICKS: Shawn Bradley, Samaki Walker, Kurt Thomas, A.C. Green

DENVER NUGGETS: Dean Garrett, Tony Battie, Danny Fortson, Priest Lauderdale

DETROIT PISTONS: Brian Williams, Eric Montross, Grant Hill, Rick Mahorn

GOLDEN STATE WARRIORS: Erick Dampier, Todd Fuller, Clarence Weatherspoon

HOUSTON ROCKETS: Charles Barkley, Hakeem Olajuwon, Kevin Willis

INDIANA PACERS: Dale Davis, Rik Smits, Antonio Davis

LOS ANGELES CLIPPERS: Loy Vaught, Lorenzen Wright, Issac Austin

LOS ANGELES LAKERS: Shaquille O'Neal, Corie Blount, Sean Rooks, Elden Campbell

MIAMI HEAT: Alonzo Mourning, P.J. Brown

MILWAUKEE BUCKS: Tyrone Hill, Jamie Feick, Ervin Johnson

MINNESOTA TIMBERWOLVES: Kevin Garnett, Tom Gugliotta, Stanley Roberts

NEW JERSEY NETS: Jayson Williams, Michael Cage, Rony Seikaly, Chris Gatling

NEW YORK KNICKS: Patrick Ewing, Charles Oakley, Chris Dudley

ORLANDO MAGIC: Charles Outlaw, Horace Grant, Derek Strong

PHILADELPHIA 76ers: Derrick Coleman, Theo Ratliff, Joe Smith , Scott Williams

PHOENIX SUNS: Antonio McDyess, Horacio Llamas, Danny Manning

PORTLAND TRAILBLAZERS: Arvydas Sabonis, Brian Grant, Rasheed Wallace

SACRAMENTO KINGS: Michael Stewart, Olden Polynice, Otis Thorpe

SAN ANTONIO SPURS: David Robinson, Tim Duncan, Will Perdue

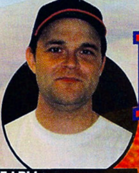
SEATTLE SUPERSONICS: Vin Baker, Aaron Williams, Jerome Kersey, Detlef Shrempf

TORONTO RAPTORS: Gary Trent, Sharone Wright, Marcus Camby

UTAH JAZZ: Karl Malone, Greg Ostertag Adam Keefe, Antoine Carr

VANCOUVER GRIZZLIES: Michael Smith, Bryant Reeves, Shareef Abdur-Rahim

WASHINGTON WIZARDS: Terry Davis, Gheorghe Muresan, Chris Webber

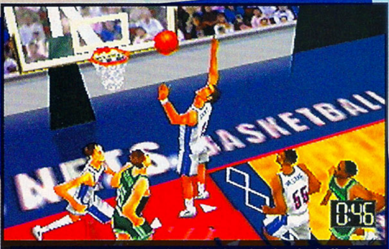


Ed Ridgeway
Associate Producer

REBOUNDING

"... IF YOUR REBOUND TIMING IS OFF, THE BALL WILL FLY RIGHT PAST YOUR PLAYER AND INTO THE HANDS OF AN OPPONENT..."

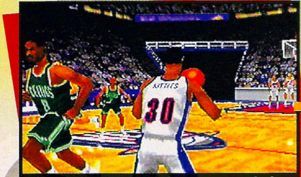
Good rebounding is probably the most valuable skill in Courtside. If you don't master it, you won't get enough shots on the basket, and your opponent, especially if it's the computer player, will get too many.



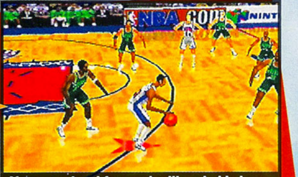
Time your jump for the rebound by leaping for the ball the moment it hits the rim. Treat every shot as if it will miss.

To help you find the best rebounders on your team, check out the NBA leaders in the list on the left. Identify your rebounders and move them close to the basket where they can work their magic. No matter which side of the court you're playing, the most important thing to learn is how to jump for the rebound. This is critical because if your jump timing is off, the ball will fly right past your player and potentially into the hands of an opponent. I try to jump the moment the ball hits the rim. I treat every shot as if it's going to miss, because if I waited to see the outcome of the shot before I jumped, my player wouldn't reach the ball in time.

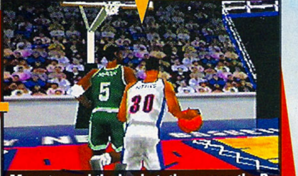
After you have the rebound, quickly pass the ball to the front court–your shooting guard and small forward are usually the two men down there, often on opposite sides. This will frequently give you a one-on-one opportunity with the chance to get a clear path to the basket if you quickly beat your man. A good move in this setup is to immediately put your back to the defender by pressing the R Button, then to roll off him to the baseline or to the middle. Whichever way you choose, your player should be lined up for an open shot.



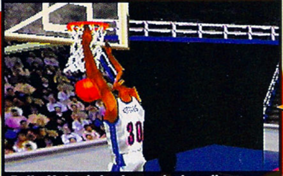
If you react fast enough, you can capitalize on an open shot after the rebound. Pass the ball to your guard or forward.



Your guard and forward will probably be on opposite sides of the court, which forces your opponent into a one-on-one situation.



Move toward the basket, then press the R Button to back down the defender. You can't hesitate or you'll lose valuable time.



Roll off the defender at the baseline or the middle. If you're fast enough, you'll have a wide-open shot at the basket.

Marc Doyal
Game Tester

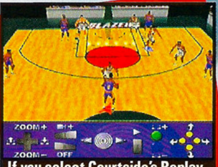
SHOOTING

"...MAKE A FEW PASSES AND GET THE BALL TO THE OPEN PLAYER—HE'LL USUALLY FIND AN OPEN SHOT..."

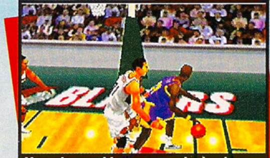
Learning how to use your team's plays and knowing who to go to for making critical shots is one of the best things you can do to improve your team's shooting percentage.

When you set up a play, watch where your players move. If you can't spot a play in the middle of a game, use Replay to study positions. As you would in real basketball, make a few passes and get the ball to the open player—he'll usually find an open shot.

If you have a player who is big inside, like Karl Malone (Jazz), Shaquille O'Neal (Lakers), Alonzo Mourning (Heat) or Tim Duncan (Spurs), pass the ball to him. Use the R Button to back your opponent down, then use the spin move or up-and-under for a slam dunk or an easy lay in. On the other hand, if you have a player who can light it up from the outside, like Glenn Rice (Hornets), Reggie Miller (Pacers), Tim Hardaway (Heat) or Steve Smith (Hawks), give him the ball near the three-point line. When he has the ball, call a player to screen for you, then dribble to the open spot and cash home a big three!



If you select Courtside's Replay option, you can see how your players set up during a play and find potential open spots.



If you have a big guy near the basket, use the R Button to back your opponent down and force your way into the paint.

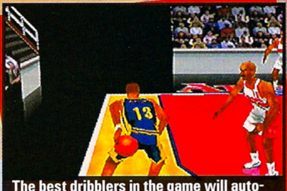
Henry Sterchi
Executive Producer

DRIBBLING

"...IT'S TOO EASY IN OTHER BASKETBALL VIDEO GAMES TO RUN THROUGH A DEFENDER, WHICH ELIMINATES STRATEGY..."

Many Courtside gamers don't understand why their players stop and pick up their dribbles.

Your player will pick up the ball when a defender tries to steal or when you're using Turbo and your player runs into a defender. When another player tries to steal the ball, the computer decides that one of four things will happen: the ball gets knocked loose, the stealer fails, the stealer commits a foul or the player picks up his dribble and negates the steal. Players with good dribbling skills are more likely stop a turnover by picking up the ball. If you're using turbo when your player runs into a defender, he'll pick up either his dribble or a charging foul. The reason we added this feature to the game was that it's too easy in other basketball video games to run through a defender, which eliminates part of the game strategy. In Courtside, you have to concentrate on navigating to the basket rather than using turbo to simply bowl through defenders.



The best dribblers in the game will automatically pick up the ball to thwart a steal and save you from a costly turnover.

THE BEST SHOOTERS

ATLANTA HAWKS: Steve Smith, Mookie Blaylock

BOSTON CELTICS: Kenny Anderson, Dana Barros, Antoine Walker

CHARLOTTE HORNETS: Glenn Rice, Dell Curry, David Wesley

CHICAGO BULLS: Scottie Pippen, Steve Kerr, Roster Player

CLEVELAND CAVALIERS: Wesley Person, Danny Ferry, Bob Sura

DALLAS MAVERICKS: Michael Finley, Hubert Davis, Cedric Ceballos

DENVER NUGGETS: Johnny Newman, Bobby Jackson, Bryant Stith

DETROIT PISTONS: Grant Hill, Joe Dumars, Jerry Stackhouse

GOLDEN STATE WARRIORS: Jim Jackson, Donyell Marshall, Clarence Weatherspoon

HOUSTON ROCKETS: Clyde Drexler, Mario Elie, Charles Barkley

INDIANA PACERS: Reggie Miller, Chris Mullin, Fred Hoiberg

LOS ANGELES CLIPPERS: Lamond Murray, Darrick Martin

LOS ANGELES LAKERS: Kobe Bryant, Eddie Jones, Nick Van Exel, Rick Fox

MIAMI HEAT: Tim Hardaway, Voshon Lenard, Brent Barry, Jamal Mashburn

MILWAUKEE BUCKS: Ray Allen, Glenn Robinson, Terrell Brandon, Ricky Pierce

MINNESOTA TIMBERWOLVES: Tom Gugliotta, Stephon Marbury, Kevin Garnett

NEW JERSEY NETS: Keith Van Horn, Kerry Kittles, Sam Cassell

NEW YORK KNICKS: Allan Houston, John Starks, Patrick Ewing

ORLANDO MAGIC: Anfernee Hardaway, Nick Anderson, Mark Price

PHILADELPHIA 76ers: Allen Iverson, Tim Thomas, Derrick Coleman

PHOENIX SUNS: Rex Chapman, Dennis Scott, Kevin Johnson, George McCloud

PORTLAND TRAILBLAZERS: Isaiah Rider, Walt Williams, Damon Stoudamire

SACRAMENTO KINGS: Mitch Richmond, Mahmoud Abdul-Rauf

SAN ANTONIO SPURS: Vinny Del Negro, Sean Elliott, Chuck Person, David Robinson

SEATTLE SUPERSONICS: Dale Ellis, Detlef Schrempf, Hersey Hawkins, Gary Payton

TORONTO RAPTORS: Doug Christie, Chauncey Billups, John Wallace

UTAH JAZZ: Jeff Hornacek, John Stockton, Karl Malone

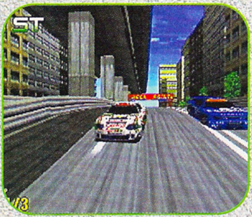
VANCOUVER GRIZZLIES: Shareef Abdur-Rahim, Sam Mack, Doug West,

WASHINGTON WIZARDS: Tracy Murray, Rod Strickland, Calbert Cheaney

GT64
CHAMPIONSHIP EDITION
TM

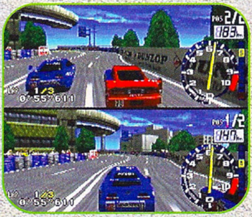
©1998 Imagineer Co., Ltd.

Don't be so speedy to dismiss this as a sequel to MRC, because GT 64 handles like a sim that's miles ahead.



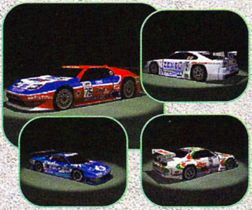
THIS YEAR'S MODEL

At first glance, Ocean's GT 64: Championship Edition seems much like the company's previous N64 racing game, Multi Racing Championship. While both Rumble-Pak-compatible games feature three tracks (GT 64 boasts six, but three are actually longer variations of the basic raceways), GT 64 covers new ground by shifting its emphasis to simulation-style racing. Rolling out licensed grand touring cars rather than imitation models, GT 64 delivers realistic physics and handling to yield a sim that's perfect for either beginners or MRC fans who are revving up for new challenges.



BEHIND THE WHEEL

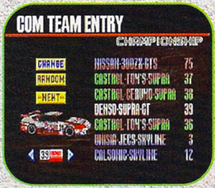
Unlike many games of its kind, GT 64 and its world of virtual racing feature licensed cars from the real world of racing. Players can choose from cars used by actual GT teams including Toyota's Supra-GT and Acura's NSX. Since the 14 cars are fairly equal in handling and speed, the key to winning will depend on how you retool your car. While this sim approach may prevent the game from being as readily raceable as San Francisco Rush, GT 64 plays just as fast and furiously.



CARLOADS OF MODES

Speed demons have three main racing modes to choose from, including a 24-lap, 6-track Championship race. GT 64 also offers options to adjust the weather conditions, save game data to Controller Paks, and compete in head-to-head races against the CPU or a second player.

CHAMPIONSHIP



COM TEAM ENTRY

CHAMPIONSHIP

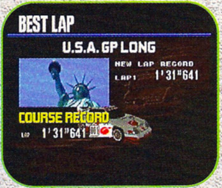
CHANGE
RANDOM
-NEXT-

NISSAN-300ZX-GTS	75
CASTROL-TOM'S-SUPRA	37
CASTROL-CERUMO-SUPRA	38
DENSO-SUPRA-GT	39
CASTROL-TOM'S-SUPRA	36
UNISIA-JECS-SKYLINE	3
CALSONIC-SKYLINE	12

39

Championship Mode takes drivers through both the short and long versions of the Tokyo, European and U.S. Grand Prix tracks. Players can choose to endure 3, 6, 12, or 24 laps.

TIME TRIAL



BEST LAP

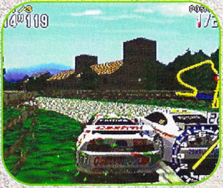
U.S.A. GP LONG

NEW LAP RECORD
LAP1 1'31"641

COURSE RECORD
LAP 1'31"641

To shoot for a record time on the track of your choice, pull into Time Trial mode to take a quick test-drive through Time Attack or Free Run.

BATTLE



Eight cars can participate in a race at one time, but if you want to narrow the field to two, enter Battle mode to compete against another player or the CPU racer.

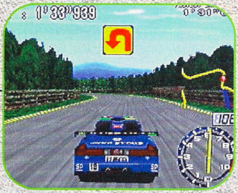
EUROPEAN GRAND PRIX

The European GP throws plenty of curves your way. The straightaways between the turns will give you some time to gain speed, but unless your cornering is perfect, you'll lose the lead. Forego a high speed setup for tighter handling.

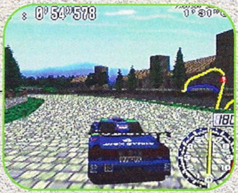
RECOMMENDED CAR SETUP

TIRES	1	GEAR RATIO	1
F. SUSPENSION	4	F. SPOILER	3
R. SUSPENSION	3	R. SPOILER	5

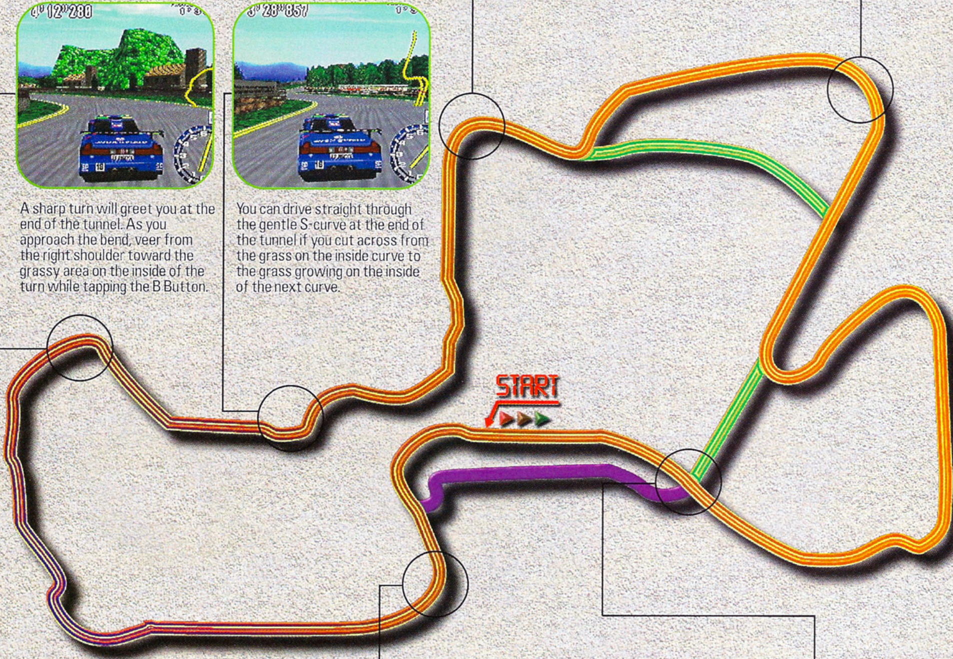
● **Pit Stop** ● **Short Route**



Your car will have a tendency to fishtail as it rounds the bend, so drive toward the inside of the turn to make room to drift.

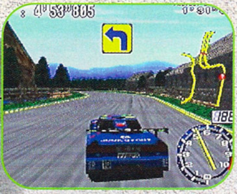


When you reach the cobblestone straightaway leading into the turn, ease off the accelerator as you bank right to clear the corner.

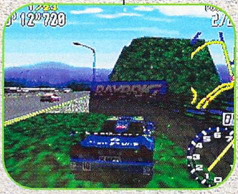


A sharp turn will greet you at the end of the tunnel. As you approach the bend, veer from the right shoulder toward the grassy area on the inside of the turn while tapping the B Button.

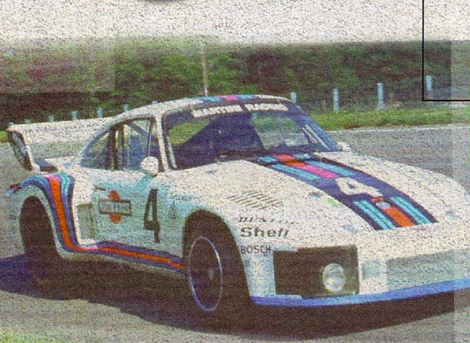
You can drive straight through the gentle S-curve at the end of the tunnel if you cut across from the grass on the inside curve to the grass growing on the inside of the next curve.



After flooring it through the straightaway, brake hard once the guardrail turns from stone to wood, then tap the B Button as you turn.



Avoid making a wide turn or your car will swing into the right shoulder and hit a dead end by the Raybrig sign around the bend.



JAPANESE GRAND PRIX

The Japanese GP is the most unforgiving of the courses, largely because its track lacks shoulders and has many severe turns. Moreover, some portions of road are unpaved, making traction an important consideration when setting up your vehicle.

RECOMMENDED CAR SETUP

TIRES	3	GEAR RATIO	2
F. SUSPENSION	4	F. SPOILER	1
R. SUSPENSION	4	R. SPOILER	2

● Pit Stop ● Short Route

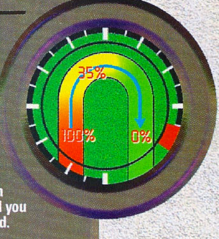
BASIC DRIVERS' ED

To win, you'll need to learn the basics of handling your car and knowing how to approach corners. Buckle up for lesson one in GT 64 drivers' ed.

FROM THE WORD "GO"

The first step to a good race is a good start. As you rev your engine at the starting line, avoid holding down the A Button to max your RPMs. If your tachometer registers anywhere beyond 6,000 RPMs when you shift from neutral to first gear, you'll end up burning rubber while going nowhere fast. To avoid spinning your wheels in place, tap the A Button, rather than keeping it pressed down. If you keep tapping the A Button so your tachometer measures less than six grand, you'll have no problem pulling ahead once your car is in gear.

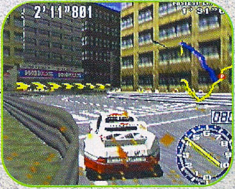
TAKING TURNS



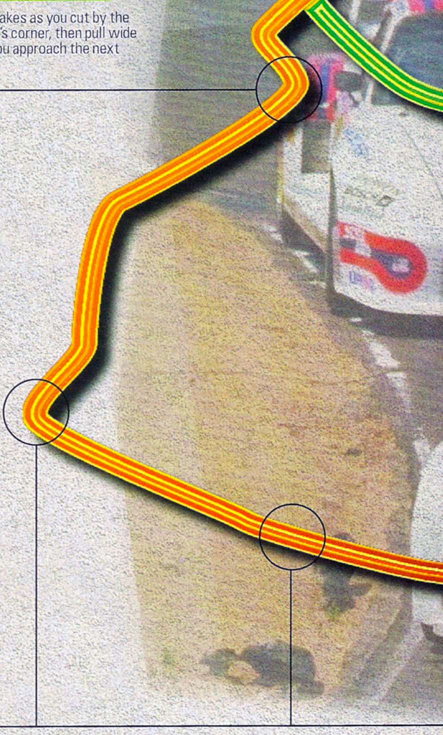
The trick to successful cornering is knowing when and how to apply your brakes. As you approach a curve, slam on your brakes by pressing and holding the B Button. Then, as indicated by the diagram to the right, ease off as you round the bend so that you're not using 100 percent of your brakes. As you turn, you'll want to use about 35 percent of your braking power by tapping the B Button. Once the turn begins to straighten out, your braking worries will be over, and you will be able to safely gun it out of the bend.

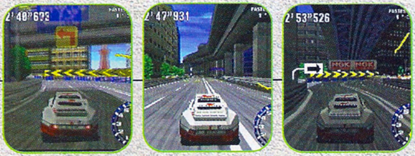
SLIDING AROUND THE BEND

If you apply your brakes as you round a corner, your car's bumper will slide away from the inside of the turn. While fishtailing can spin your car out of control, your car's tendency to drift can be a convenient way to line up your vehicle for the straightaway leading out of the turn. Whenever your car begins to drift, alternately pump the brakes and gas to control your drift and align your straightaway approach. Since the CPU cars avoid fishtailing and take corners more slowly, you'll be able to gain the lead by mastering controlled cornering.

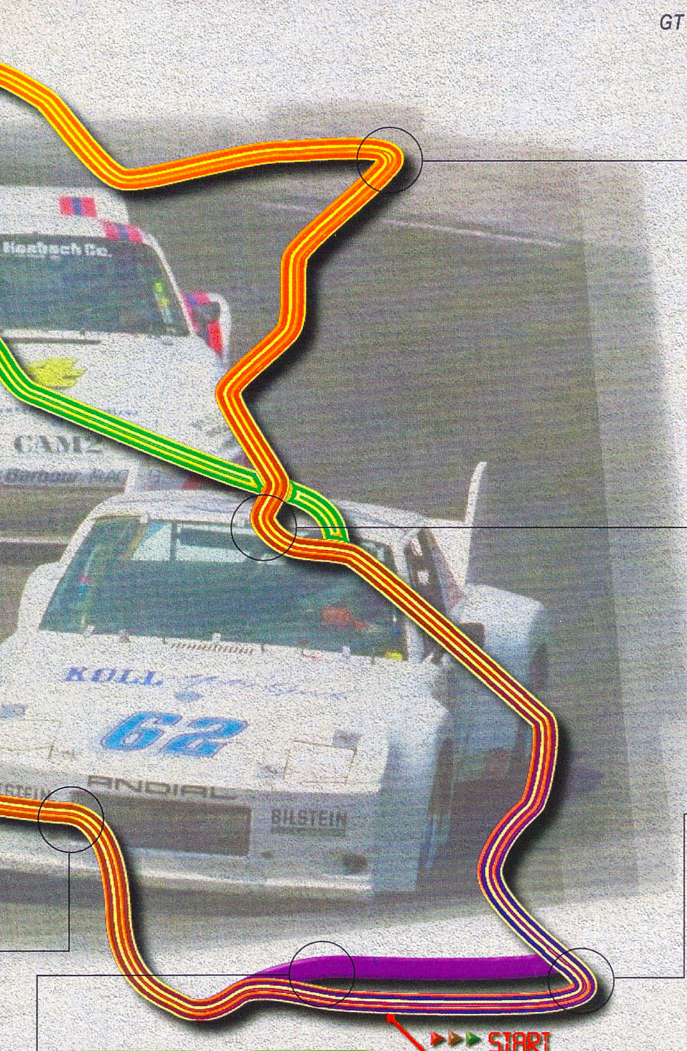


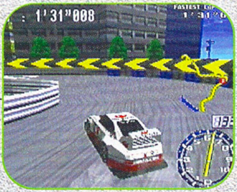
Slam on your brakes as you cut by the inside of the zig's corner, then pull wide to the left as you approach the next turn's zag.



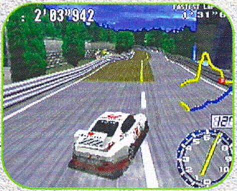


Drive in the right lane as you head for the black-and-yellow sign at the turn, then cruise to the inside of the bend while braking. As you recover from drifting, race through the straightaway, then brake as soon as you spot the white, right-turn sign.

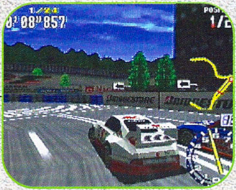




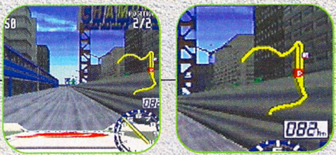
This is one of the course's sharpest turns, so begin decelerating as soon as the red-and-yellow turn sign flashes on screen.



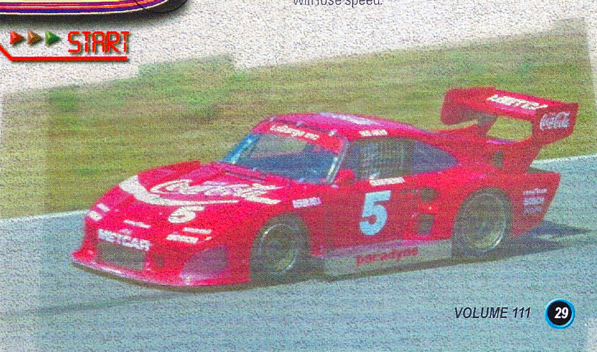
First the left lane will be unpaved, then the right lane. If you cruise along the paved portion on the right then turn wide to the right, you'll swing onto the left paved lane, dodging the unfinished roadways altogether.



The CPU cars tend to pull wide around corners, so take the inside track to pass them. If you end up sideswiping a competitor, the car that is ahead will get a small boost, while the other car will lose speed.



If, during a pit stop, your map shows a car closing in on you, press the A Button to leave before your crew finishes. Try to vacate early enough so you won't merge into your competitor.



U.S. GRAND PRIX

The turns are few and far between on the U.S. course, which is characterized by long stretches of straightaway. Turning will be a minor consideration, so customize your car appropriately by focusing on speed rather than handling.

RECOMMENDED CAR SETUP

TIRES	4	GEAR RATIO	3
F. SUSPENSION	4	F. SPOILER	1
R. SUSPENSION	4	R. SPOILER	1

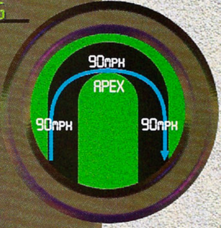
● Pit Stop ● Short Route

ADVANCED DRIVERS' ED

If you plan on going the distance, you'll need more than basic training to get you through a 24-lap race, so take in a few advanced track tips.

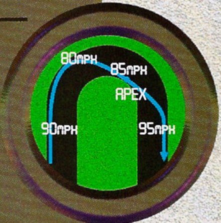
CONSTANT-SPEED CORNERING

Skilled drivers will be able to take on corners without braking if they round turns at a decent speed, which is usually around 90 mph. With a little finesse, you'll be able to maintain that speed throughout the turn by entering it from the outside lane, then sliding as close to the apex of the curve as possible. Once you've cleared the corner, continue drifting to the outside lane to make your exit.



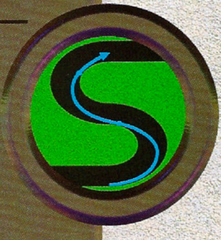
VARIANT-SPEED CORNERING

With this more manageable cornering method, your steering won't need to be as precise as it needs to be for constant-speed cornering. By approaching the turn from the outside, then beginning your turn once you've passed the inside apex of the curve, you'll be able to drive in a straight line to the far lane around the bend. Begin decelerating as you approach the curve, then gradually increase your speed as you make your turn and cut across the curve.

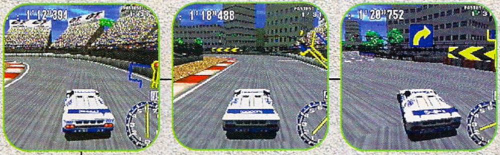


THE ESSENCE OF S-CURVES

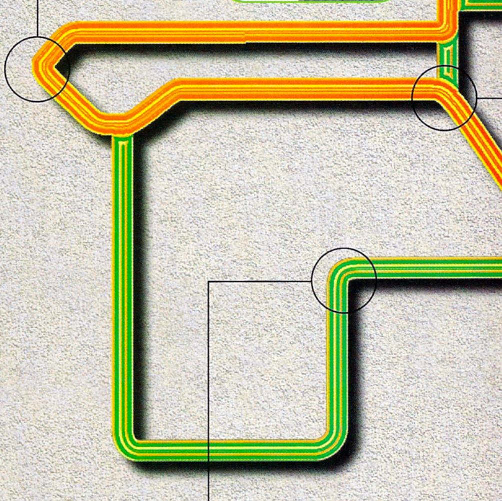
Barreling through S-curves can become a driving nightmare if you try to keep your car centered in the lane as you zigzag your way through. Rather than spin your car out of control with oversteering, keep your drifting to a minimum by making a beeline from one inside curve to the other. By pulling wide around the first curve, you'll be able to plot a straight path to the second curve.



Gravel and loose dirt blanket the turn's inside shoulder, so avoid crossing the red-and-white rumble strip or you'll lose speed and traction. If you pull wide enough around the first bend, you'll be able to dodge the gravel as well as slide clear of the second turn.

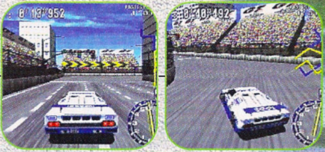


As soon as you clear the first 90-degree turn, veer to the left while decelerating. An opposite 90-turn lurks half a block away, so quickly steer into a wide right turn when the red-and-yellow turn sign pops up on screen.

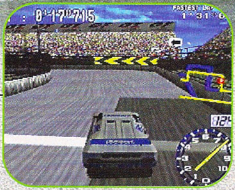


1'04"835
FASTEST LAP
1'31"

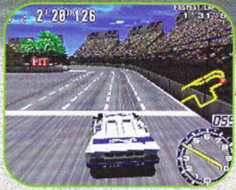
The road leading to the turn will dip before throwing a 90-degree curve at you at the top of the hill. Just as you reach the peak, pump your brakes while turning to speed through the corner.



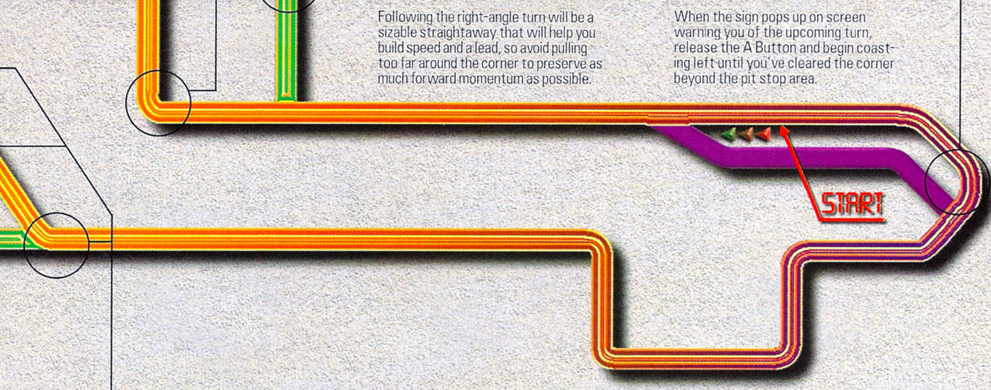
The first turn you'll encounter on the course is representative of most of the curves in the U.S. track. Almost all of the course's turns will be right angles, while a few others will be wider.

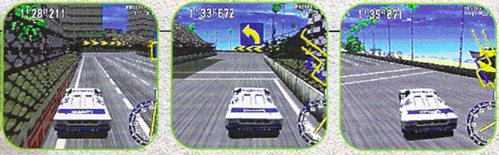


Following the right-angle turn will be a sizable straightaway that will help you build speed and a lead, so avoid pulling too far around the corner to preserve as much forward momentum as possible.



When the sign pops up on screen warning you of the upcoming turn, release the A Button and begin coasting left until you've cleared the corner beyond the pit stop area.

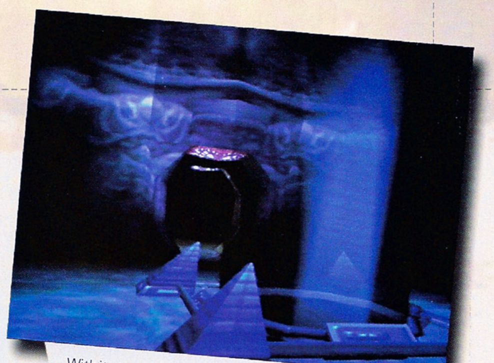




The two wide turns will require the same style of maneuvering, so once you've cleared the first one, you'll easily be able to clear the second. Neither turn is sharp, so simply pull to the outside right before you reach the bend while briefly laying off the throttle.

POWER'S *EXCLUSIVE* PREVIEW OF

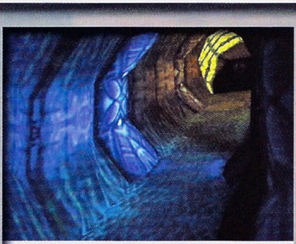
TUROK 2



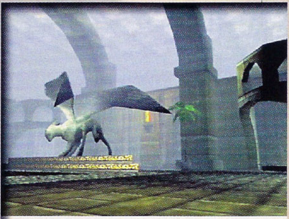
With its totally revamped game engine, Turok 2 promises to raise the bar for all N64 games. From what we've seen, it will deliver unprecedented levels of action and graphic detail with no loss in speed.

At E3, we were among a select few journalists and industry insiders who were allowed a sneak peek at an early version of Turok 2. What we saw in Iguana Entertainment's heavily guarded suite blew us away. Imagine our delight, then, when we were invited to Iguana's headquarters for an exclusive, in-depth preview of the game-in-progress and an interview with its Lead Designer, David Dientsbier. Turok 2 is currently scheduled for a fall release, and we have the scoop!

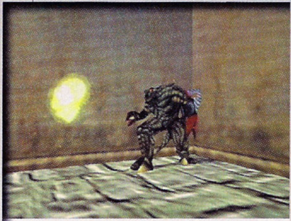
DOIN' THE RIGHT THING



As these screen shots show, Turok 2 will be full of rich textures, color and detail. This game will contain about ten times the artwork of the previous one.



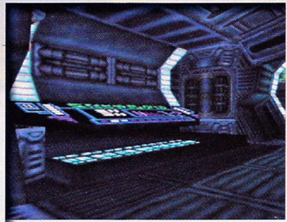
There will be a lot more interaction with your surroundings this time around. According to David Dientsbier, however, "The griffins won't come to life. Trust me!"



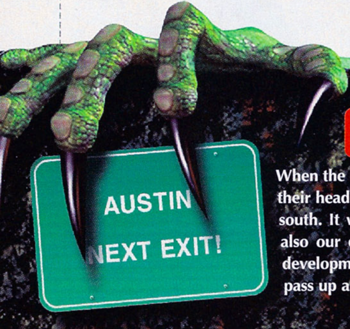
Turok 2 will feature villains old and new, including this half-human, half-reptile "Dinosoid." Even returning enemies, like the infamous raptors, have been redesigned.

David Dientsbier is a man with a mission, and that mission is to make sure that Turok 2 will be one sequel that "definitely does not suck." Indeed, his goal from the beginning has been to produce a game that will surpass its predecessor in every respect. "The primary objective going into Turok 2 was to do right by the people who will be playing the game," he said. "There's nothing more frustrating than playing a sequel that is very close to the original game. You know, the first game took two years to do, but the sequel is done in a few months. Nothing's done to make the sequel significantly different or better than the original. As a game player, that frustrates me. When you just try to crank out a sequel, the result is unfulfilling." David admits that they did start with the original Turok engine, but it was soon torn apart and rebuilt, its individual systems optimized and dramatically enhanced. There's a new graphics system that allows them to push the fog much farther into the background and feature more elements on-screen, a two-part lighting system that incorporates both environmental and dynamic lighting, an improved particle system that allows for more spectacular special effects, and much, much more. As David plugged a test version of Turok 2 into his N64, he told us that we were "going to see things in this game that aren't being done anywhere, not even on the PC," and he quickly proved himself right. He explained that in this first stage a battle was being waged for control of the port city of Adia. As the first images of the battered city appeared and the screams of seagulls mixed with the screams of soldiers locked in combat, we knew we were in for a wild ride. Over the next two hours, we explored a world where intelligent enemies attacked in endlessly random patterns, where characters' shadows shifted and pivoted as they walked past a flickering torch, and where a sense of danger lurked around every corner. We loved every wondrous, tension-filled minute of it.

> "The primary objective going into Turok 2 was to do right by the people who will be playing the game."



Many of the backgrounds will be animated. The lights on this control panel, for example, will flash and blink constantly.



GONE TO TEXAS

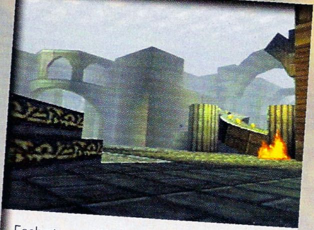
When the head honchos at Iguana Entertainment invited us to their headquarters in Austin, Texas, we hopped the first flight south. It wasn't just our anticipation of seeing Turok 2, but also our excitement at visiting one of the most innovative development studios around. You can bet that we would not pass up a chance to see how these lizards lounge.

Project Manager and Lead Designer David Dientsbier is serious about making quality games.

LIVIN' LIFE LUSH

As David led us through Turok 2, the description that we kept coming back to was "lush." Rich colors and detailed textures adorned every surface, and David assured us that things would only look better the deeper we went into the game. Once the game is complete, each of the eight stages will have a distinct look, both in background and character design. In fact, each stage will use a separate graphics set and will have few elements in common with any other stage. David mentioned that they had wanted to "tackle the fog issue head-on," and they succeeded with flying colors. As we ventured further into Adia, the landscape stretched hundreds of feet in every direction, the dreaded fog a mere smudge in the distance. Far flung towers beckoned to us, and we felt that we weren't in a video game environment at all, but actually treading the rubble-strewn streets of a city under siege.

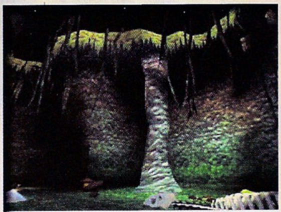
As David led us through Turok 2, the description we kept coming back to was "lush."



Each stage will have a dominant species, and the architecture and other graphic elements will be consistent with that species.

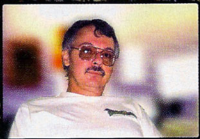
LIGHTING IT UP

Much of the realistic look and feel came from the new lighting system. First, there was the environmental lighting, which was the "natural" light present in an area. Second, there was dynamic lighting, which reacted in real-time to the on-screen action. For example, when we entered a darkened chamber, the flickering light from a lone torch reflected off a pool of water and created beautiful, cascading patterns on the walls and ceiling. When we were ambushed by guards, the muzzle flashes from our weapon lit them up in a pulsing spotlight, and as our glowing bullets bounced around the room, shadows danced and jerked crazily. Now that's what we call "mood lighting!"



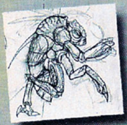
Even without dynamic lighting, this cave scene is dramatic and moody. Note the rich surface textures and the many background details, like the dinosaur skeleton.

We were met by Jay Moon, Iguana's Public Relations Manager and one of the company's founders. From the moment he led us through Iguana's lizard-scaled front doors, Jay waxed enthusiastic about games in general and Iguana in particular. While we'd expect someone in Jay's position to play up his company's image and accomplishments, we're inclined to take him at his word. Having worked as a video game journalist and developer for many years, Jay is not afraid to say

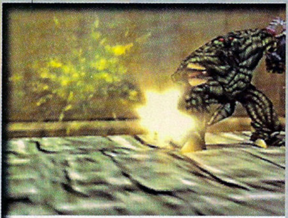


Jay Moon, the self-described "King of Tours," is the PR Manager and a company founder.

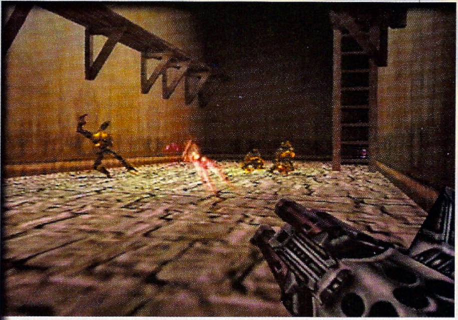
NEW GAME, NEW FACES



By now you're probably wondering what sorts of enemies inhabited this grand landscape. David showed us the half-human, half-reptile creatures called "Dinosoids," which were dinosaurs that had been genetically altered. We also saw some of Turok's old adversaries, including the vicious raptors, the subterranean Purlins, and various alien soldiers, but they had been totally redesigned and looked better than ever. Using a special "soft-skinning" process, the designers were able make the characters more rounded by smoothing out the corners on their polygonal bodies. In the end, fewer polygons were needed to draw each figure, but more textures and colors were added, making characters more vibrant and life-like than ever. The designers wanted their creations not only to look good, but also to look and move logically, at least within the context of the game. Artist Joe Lee showed us the five alien breeds he created. Each one shared some common traits, such as an armored back and double-jointed limbs, but each one was also more evolved than the last. To cite other examples, we saw the ponderous Purlins using crude, hand-cranked weapons, while the Dinosoids ran lop-sidedly into battle, their left arms weighed down by heavy blasters. This attention to detail extended to the enemy AI as well. We never could tell from what direction a raptor might attack, or whether it would slash at us with its front claws or batter us with its hind legs. They seemed less like game enemies following programmed patterns and more like wild animals out for a good meal. David described how the new navigational routines will allow enemies to follow you more intelligently and even "run figure eights on this one spiral staircase. They'll chase you, cut back on you–you'll be going, 'Aaaahh!'"

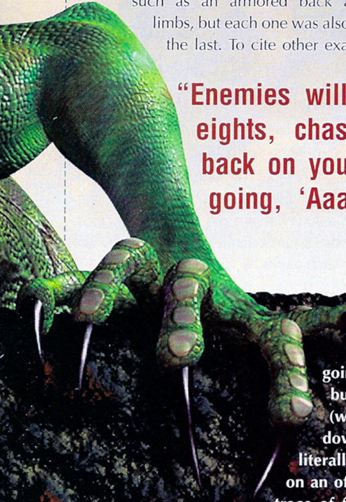


Enemies will be faster, smarter and more aggressive. Each body part will be programmed with a different damage modifier, with head wounds at the top of the list.



The designers wanted to make combat faster and more frenzied, so they programmed new battle routines. Enemies will flinch when wounded, but they will hardly pause in their attacks.

> "Enemies will run figure eights, chase you, cut back on you...you'll be going, 'Aaaahh!'"

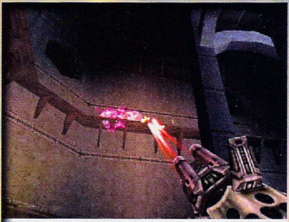


what he really thinks. If he tells you you're going to be blown away by Turok 2, then it's time to buckle up. After a brief tour of Iguana's plush digs (we admit to feeling a bit of office envy), we headed downstairs to meet David Dientsbier. Our visit was literally a wake-up call for David, who had gone to sleep on an office couch just a few hours before. There was no trace of fatigue, however, as he led us through Turok 2's ancient cities and alien ships.

Design staff (from left) Mike Huey, Andy Schwalenberg and David Dientsbier.

THOSE WONDERFUL TOYS

Better enemies require better weapons, and David was happy to oblige our request for a review of Turok's new arsenal. While we loved the upgraded minigun, rocket launcher and plasma rifle, we were most impressed with the so-called Shredder (which fired shrapnel in random directions), the flamethrower and the new bow and arrows. We could actually hear the hiss of the pilot flame on the flamethrower, and when David pulled the trigger, out shot a stream of polygonal fire that bobbed and weaved realistically as he waved the barrel around. As for the bow, it was equipped with a sniper option that allowed him to use the zoom function and walk around at the same time! As with all the game elements we saw, these weapons and features may change by the time the game is released, but we certainly hope not.



Some weapons, like this upgraded minigun, will fire glowing projectiles that will be bright enough to cast shadows!

PARTICLE PERIL

All this talk of weapons brings to mind the notorious death scenes in the original Turok, which were largely responsible for the game's Mature rating. These animated scenes, or "death anims," as David called them, were back in all their over-the-top glory. These and other special effects were simply spectacular, thanks to a new "particle system" that governs the behavior of every polygon in the game. David claimed that the hit detection will be so fine-tuned, you'll be able to shoot an arrow through the visor of an enemy's helmet! We saw enemies flinch in real time, their shoulders flung backward by arrows, the shafts still sticking out of their hides. We saw thick drops of raptor blood slowly spread and dissipate in a pool of water. As for the death anims, well, if you know the old saying about chickens running around without heads, you'll get the idea. As David put it, "Nobody does death anims like us! Nobody!"

> **"The hit detection will be so fine-tuned, you'll be able to shoot an arrow through the visor of an enemy's helmet."**

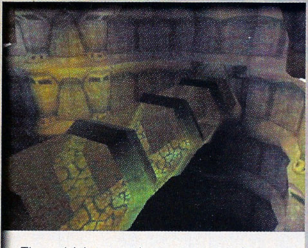
Artists (from left) Thomas Coles, Derek Robinette, Alan Johnson and Ryan Tracy.

David kept up a rapid-fire commentary, interrupting himself with shouts of glee whenever something cool happened on screen. We were very much impressed by the fact that David could still be surprised and excited by Turok 2, despite the pressure of his work and the months he has already devoted to this game. We were also impressed by his candor and humility. When he introduced us to his Turok 2 teammates, including Thomas "Particle Man" Coles and Joe "Enemy Alien" Lee, David was emphatic about giving credit where it was due. "Don't mention my name

Artists (from left) Shane Tarrant, Joe Lee, Greg Omelchuck, Mike Janke, Robbie Miller and Tré Zeiman.

ACTION AND REACTION

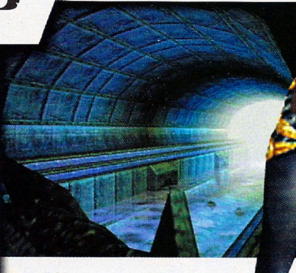
Despite his obvious zeal for hunting raptors with proximity mines, David assured us that there will be much more to the game than running around and blowing things up. A new linking system will enable the designers to build missions that are less linear, more complex and more open ended. "The link system allows us to associate actions and reactions within a stage," he said. "Wiping out this enemy opens this door which causes this bridge to fall and on and on. We couldn't hook all this sort of stuff together last time. This time, you're going to find a lot more complicated situations, ambush situations, things reacting to what you do." If you miss some objectives, David warned, the consequences may not be evident for some time, but you'll ultimately pay for your inattention. He also warned that even seemingly small choices, like deciding which weapon to use at any given time, could be important. For example, you'll be able to use some weapons as tools in certain situations, like using a tranquilizer gun to make an enemy fall onto a pressure plate to open a door. In another case, if you don't find a flashlight, you'll have to light your way with the muzzle flash from your gun.


The multiplayer mode was not ready for a demo, but David assured us that it will mirror the one-player game's dramatic look and feel.

"We're not interested in cranking out crudware."

SUMMING IT UP

As a final demonstration of Turok 2's dramatic power, David showed us an unfinished version of the ultimate battle with the alien queen. Even without sound or dynamic lighting, the scene that unfolded before us was spectacular and intense. The walls of the alien chamber oozed and pulsed in the background as David tried to dodge a dozen swarming, slashing mites. The queen herself then entered in all her glistening, mucus-slicked glory and leapt to the attack with nary a hint of slow down in the action. David turned to us with a smile. "We're not interested in cranking out crudware," he said, and *we're* certainly glad about that.


There's no telling where this game will lead us, but we can't wait to find out!

unless you're going to mention their names, too," he warned. "I'm extraordinarily proud of everybody's work on Turok 2. This team is an amazing bunch."

We wrapped up our visit with a late lunch at a local cafe before David had to rush back to the office for a meeting. Over tex-mex and mango ice tea, Jay was optimistic for Iguana's future as well as the future of the industry in general. "Competition is good, it fuels the industry. There are some good games out there, but we're answering that–," he said. He assured us that Turok 2 will leapfrog over its competition, even citing a few games that won't be released for some months. "This is a good time for games, an exciting time for Iguana." We couldn't agree more.

Programmers (from left) Austin Appleby, Stephen Broumley, Ian Dunlop and Bruce Cooter.

CLASSIFIED INFORMATION

0428 6211 4842 0680

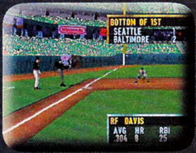
MEMBER IDENTIFICATION #

MAJOR LEAGUE Baseball FEATURING KEN GRIFFEY JR

Baseball Bash

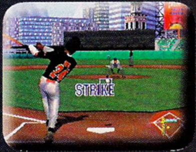
The Boys of Summer are in full swing now, so here are a few codes that you can have fun with on your way to the World Series. Let's play ball!

No-Hit Pitch, Pt. 1



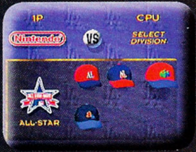
This code works with the Arcade batting mode. When pitching against the computer, first move the pitching cursor outside of the round batting cursor. Hold Z and press left, top or right C to look at a base.

No-Hit Pitch, Pt. 2



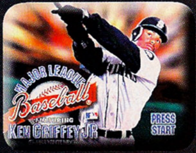
Release Z first, then release the C Button. The view will return to home plate, but the pitching and batting cursors will be gone. Throw any pitch. The batter will either not swing or he'll swing and miss.

Special Teams



On the main menu, highlight Exhibition and press all the C Buttons simultaneously until you hear a tone. This will unlock the Nintendo and Angel Studios teams in the Exhibition and World Series modes.

Move Ball Logo



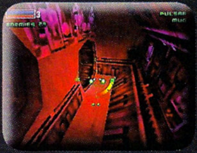
On the title screen, hold Z to make the baseball in the game logo stop spinning. While still holding Z, use the Control Stick to make the ball spin at your command.

FORSAKEN 64

Spud Head!

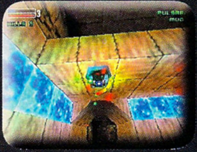
Enter these codes on the main menu, where the words "Press Start" appear. If a code is entered correctly, you'll hear a voice say, "Spud Head!"

Psychedelic Mode



In Psychedelic mode, the background colors will shift slowly. Press A, R, Left, Right, Down, top C, left C and bottom C. With all these codes, use the Control Pad to enter the directional commands.

Gore Mode

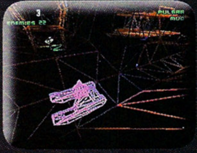


To up the "squish factor" of the game, press Z, Down, top C, left C, left C, left C, left C and bottom C.

Turbo Crazy Mode

The Turbo Crazy mode gives all players unlimited Nitros. Press B, B, R, Up, Left, Down, top C and left C.

Wire-Frame Mode

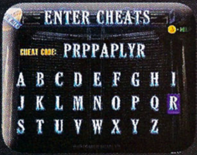


To delete all the surface textures in the game, press L, L, R, Z, Left, Right, top C and right C.

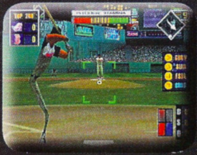
1999 All-Star Baseball

Big Heads, Thin Bodies

If you can't leave well enough alone, then use these codes to perform horrific genetic experiments on your players. To give your players big heads, hands, feet and bats, access the Cheat Menu and type in GOTHELIUM. To make your players paper-thin, type in PRPPAPLYR as your cheat. Press Start to lock in a cheat, then press B to return to the main menu. Despite their new looks, your players will perform as well as they did before.


ENTER CHEATS
CHEAT CODE: PRPPAPLYR
A B C D E F G H I
J K L M N O P Q R
S T U V W X Y Z

Press Start to lock in a cheat, then press B to exit the Cheat Menu.

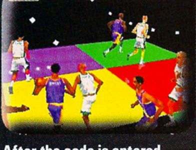


It looks like Cecil Fielder finally found a diet that works...!

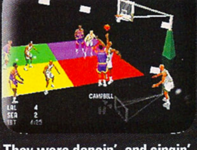
Kobe Bryant in NBA Courtside

...Ah, Ah, Ah, Ah, Stayin' Aliiiiiive!

When it's time to get down, pause your game and press A, bottom C, Down, Up, bottom C, B, R, R, right C, right C and Z. Use the Control Pad to enter the directional commands. This code will change the basketball court into a disco dance floor, complete with lighted floor panels and "disco ball" lighting effects!



After the code is entered, press Start to resume play.


CAMPBELL
LAL 4
SEA 2
1ST 4:35

They were dancin', and singin' and movin' to the groovin'...

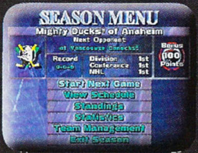
NHL Breakaway 98

Smooth Skating

This month's installment of Classified Info is turning out to be a real sports fest, and now we'll head over to the hockey rink for a few cool ones. Just so you know, the Bonus Point code is used in Season mode only. Points are used to hire coaches, recruit and train promising prospects, heal injuries (using the Trainer's Room option) and buy Team Events. If you use the Bonus Point code along with the Perfect Player code, you can build a team that is practically unstoppable.

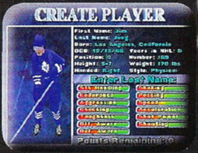
Bonus Points

On the main Season mode menu, press left C, left C, right C, right C, left C, left C, right C, right C, and R to give yourself an extra 100 Bonus Points. You can use this code as often as you like.


SEASON MENU
Mighty Ducks of Anaheim
Next Opponent
at Vancouver Canucks
Record
0-0-0
Division 1st
Conference 1st
NHL 1st
Bonus
100
Points
Start Next Game
View Schedule
Standings
Statistics
Team Management
Exit Season

Perfect Player

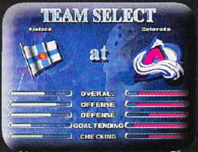
In the Create Player or Draft Prospect option, name your player "Jim Jung" to max out his performance stats. You can then rename him and edit his stats or bio in any way.


CREATE PLAYER
Enter Last Name:
Points Remaining: 0

First Name: Jim
Last Name: Jung
Born: Los Angeles, California
DOB: 12/13/68
Years in NHL: 0
Position: C
Number: 99
Height: 5-7
Weight: 170 lbs
Handed: Right
Style: Physical

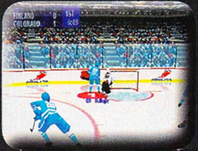
Random Select

To choose a team at random, press L and R simultaneously on the Team Select screen. You can use this code to select your team and your computer-controlled opponents as well.


TEAM SELECT
Finland
Colorado
at
OVERALL
OFFENSE
DEFENSE
GOALTENDING
CHECKING

Pull Goalie

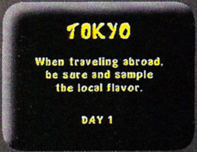
It's cheap, but it works! In a one-player game, switch your Controller over to your opponents. Use the Team options to pull the goalie. Switch back to your original team. Now your foes have no goalie!


FINLAND 0
COLORADO 1
1ST

RAMPAGE WORLD TOUR

City Select

We have to admit that we can't resist the simple fun of eating and bashing our way across the globe. To start a game in any city (including the secret stages), hold L and all the C Buttons on the main menu or Character Select screen until you hear a tone. Begin a game and go to the screen that shows the city and the day. If necessary, press A to make the Rumble Pak message disappear. Using either the Control Pad or the Control Stick, press Up or Down to select a country and press Left or Right to select a city.


TOKYO

When traveling abroad, be sure and sample the local flavor.

DAY 1

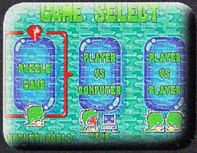
No matter where you begin, you'll always start on Day 1.

Godzilla's got nothin' on me! Mmmm, sushi!

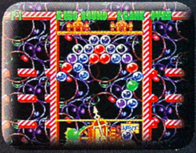
BUST-A-MOVE 2 ARCADE EDITION

Secret Puzzles

To access a secret set of puzzles, go to the title screen and press L, Up, R and Down. If the code is entered correctly, a small green creature will appear in the bottom-right corner of your screen. Now begin a new game. A new play option called "Another World" will appear. Select this option to find a brand new set of puzzles. As a bonus, this code will also allow you to choose a new character in a two-player contest. To enter the code, be sure to use the Control Pad and not the Control Stick.



Look for "Another World" to appear in the lower-left corner.


This will open a new world of puzzling possibilities.

THE KING OF Fighters '95

Old Game, New Character

If you need a change of pace for this classic Game Boy fighter, then try this code on for size. On the Takara logo screen, press Select 20 times. If the code is entered correctly, you'll hear a tone. Now go to the Player Select screen to find a new female character, Nakoruru.

TAKARA®

Press Select 20 times on the Takara logo screen.

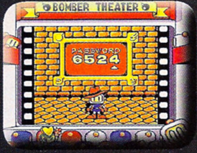
NAKORURU TIME 63 RYO
MAXIMUM
MAXIMUM
VS

Nakoruru will be a fierce and formidable opponent.

BOMBERMAN GB

Passwords

To skip the fluff stuff and head straight to the tough stuff, try the passwords below. Here they are in order, from Area 1 to Area 7: 8566, 9634, 1637, 0320, 6524, 3260, 4783. These passwords are for a Mode A game, but you can switch to the harder Mode B at the start of any area.



Each password will take you to the beginning of an area.

Okay, we won't make any lame jokes about short fuses.

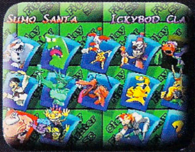
CLASSIFIED INFORMATION

More Hidden Characters

Last month, we showed you how to access one of our fighting faves, Earthworm Jim, in Clay Fighter: Sculptor's Cut. This month, Jim is being joined by a new trio of equally amusing (and equally twisted) characters, including Sumo Santa, High Five and the ever-popular Boogerman. To use a character code, first highlight either one of the Question Mark Boxes on the Character Select screen, then enter the code sequence. If a code is entered correctly, you'll hear a tone. We've also included a few Claytalities and special moves to spice up your battles.

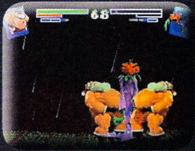
Sumo Santa

Highlight a Question Mark Box. Hold L and press A, right C, A, right C, bottom C and top C. You'll hear a tone. Release L and press R to make Sumo Santa appear.



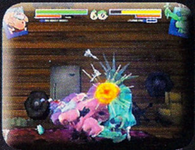
Sumo Squish

If you thought Boogerman was crude, then get a load of Sumo Santa! To unleash this Claytality, stand within foot sweep distance of your dazed foe and press Back, Back, Toward and Back.



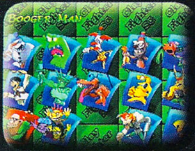
Belly Bunt

To use this or any Shadow Move, you must have one full Super Meter bar. Press Down, Down-Toward, Toward, Down, Down-Toward, Toward and any Punch.



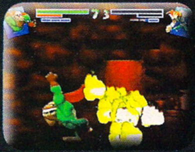
Boogerman

Highlight a Question Mark Box. Hold L and press B, B, right C, right C, left C and right C. You'll hear a tone. Release L and press R to make Boogerman appear.



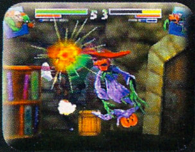
Flaming Fart

Boogerman's signature Claytality makes a sizzling return in Sculptor's Cut. Stand within foot sweep distance and press Down, Down, Back, Back, Toward, Toward and R to burn one out.



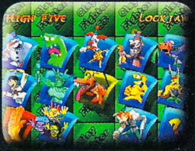
Super Buttspin

Press Down, Down-Back, Back, Down, Down-Back, Back and any Kick to perform this Shadow version of Boogerman's mid-air attack.



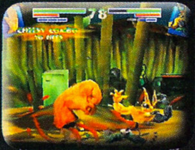
High Five

Highlight a Question Mark Box. Hold L and press top C, bottom C, left C, right C, B and A. You'll hear a tone. Release L and press R to make High Five appear.



Peace, Man!

To execute this finger-lickin'-good move, press Down, Down-Toward, Toward and any Punch. Nyuk, nyuk, nyuk!

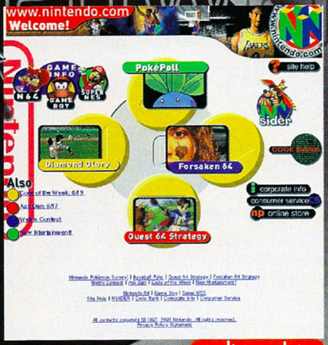


If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733

NINTENDO POWER SOURCE

GET "N" LOG ON CHECK US OUT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GAME INFO
N64
GAME BOY
SUPER NES
PokéPoll
Diamond Glory
Forsaken 64
Quest 64 Strategy
Nsider
CODE BANK
Also
Code of the Week: 6/19
Ask Dan: 6/17
Wetrix Contest
New Ntertainment!
corporate info
consumer service
np online store
Nintendo Pokémon Survey! | Baseball Pals | Quest 64 Strategy | Forsaken 64 Strategy
Wetrix Contest | Ask Dan | Code of the Week | New Ntertainment!
Nintendo 64 | Game Boy | Super NES
Site Help | NSIDER | Code Bank | Corporate Info | Consumer Service
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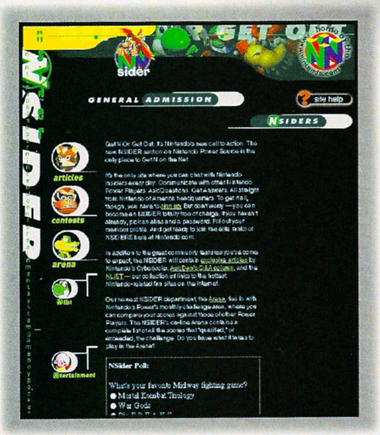
on-line update


GET OUT
home of the www.nintendo.com
Nsider
NSIDER
GENERAL ADMISSION
site help
NSIDERS
articles
contests
arena
NList
Ntertainment

Get N Or Get Out. It's Nintendo's new call to action. The new NSIDER section on Nintendo Power Source is the only place to Get N on the Net.

It's the only site where you can chat with Nintendo insiders every day. Communicate with other Nintendo Power Players. Ask Questions. Get Answers. All straight from Nintendo of America headquarters. To get it all, though, you have to sign up. But don't worry —you can become an NSIDER totally free of charge. If you haven't already, pick an alias and a password. Fill out your member profile. And get ready to join the elite ranks of NSIDERS here at Nintendo.com.

In addition to the great community features you've come to expect, the NSIDER will contain exclusive articles by Nintendo's Cyberjockie, AskDan's Q&A column, and the NLIST— our collection of links to the hottest Nintendo-related fan sites on the Internet.

Our newest NSIDER department, the Arena, ties in with Nintendo's Power's monthly challenge area, where you can compare your scores against those of other Power Players. The NSIDER's on-line Arena contains a complete list of all the scores that "qualified," or exceeded, the challenge. Do you have what it takes to play in the Arena?

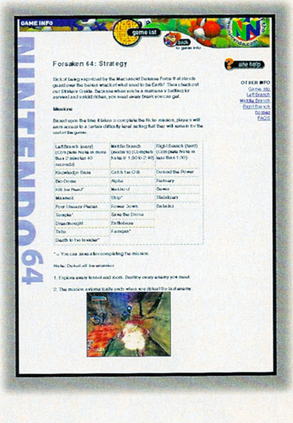
NSider Poll:

What's your favorite Midway fighting game?

- ○ Mortal Kombat Trilogy
- ○ War Gods

www.nintendo.com

If you're looking for anything and everything that's Nintendo, this is where the journey begins. If you've been here before and you think nothing has changed, you couldn't be more wrong. Unlike other web sites where material is added once a month or twice a year, nintendo.com is updated daily, with new game previews and reviews of upcoming titles like Turok 2: Seeds of Evil and Gex 64: Enter the Gecko. Thousands of code hunters must know this because they hit this site daily, scrolling through the massive Code Bank, a handy database packed with codes for games on all Nintendo systems. Nintendo.com is also your connection to Nintendo's Game Counselors' responses to frequently asked questions (FAQs) for popular N64, Super NES and Game Boy titles. Whether you're stuck in a new game or you're looking for a new angle on an old favorite, this is the source with the answers. It's the spot to click on first.


GAME INFO
game list
back to game info
www.nintendo.com
NINTENDO64
site help
OTHER INFO
Game Info
Left Branch
Middle Branch
Right Branch
Bosses
FAQS

Forsaken 64: Strategy

Sick of being vaporized by the Mechanoid Defense Force that stands guard over the barren wreck of what used to be Earth? Then check out our Strategy Guide. Because when you're a mercenary battling for survival and untold riches, you need every break you can get.

Missions

Based upon the time it takes to complete the Nuke mission, players will earn access to a certain difficulty level setting that they will remain in for the rest of the game.

Left Branch (easy) (Complete Nuke in more than 2 minutes 40 seconds)	Middle Branch (medium) (Complete Nuke in 1:30 to 2:40)	Right Branch (hard) (Complete Nuke in less than 1:30)
Knowledge Base	Catch the Orb	Defend the Power
Bio-Dome	Alpha	Refinery
Kill the Head*	Meltdown	Sewers
[illegible]	Ship*	Stabilizers
Four Uneasy Pieces	Power Down	Babalas
Temple*	Save the Drone	
Dreadnought	Battlebase	
Tele	Fearigan*	
Death to the Invader*		

* = You can save after completing the mission.

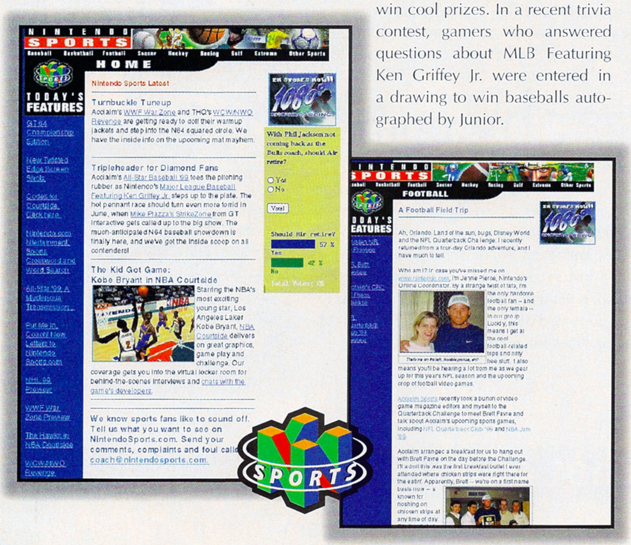
Note: Defeat all the enemies

1. Explore every tunnel and room. Destroy every enemy you meet.

2. The mission automatically ends when you defeat the last enemy.

www.nintendosports.com

Here's the place where sports gamers come to play. Nintendosports.com spotlights hot titles for baseball, basketball, football, soccer, hockey, racing, golf, and all other sports. You'll find articles comparing games, special interviews with game developers, and previews of work in progress. But this site isn't just about articles and photos of new games–it also lets you participate in the sports surveys and quizzes to win cool prizes. In a recent trivia contest, gamers who answered questions about MLB Featuring Ken Griffey Jr. were entered in a drawing to win baseballs autographed by Junior.



GT 64 Championship Edition

New Twisted Edge Screen Shots

Codes for Courtside. Click here.

Nintendo.com Nintertainment Sports Crossword and Word Search

All-Star '99: A Mysterious Transmission.

Put Me In, Coach! New Letters to Nintendo Sports.com

NHL 99 Preview

WWF War Zone Preview

The Hawks in NBA Courtside

WCW/NWO Revenge.

Nintendo Sports Latest

Turnbuckle Tuneup
Acclaim's WWF War Zone and THQ's WCW/NWO Revenge are getting ready to doff their warmup jackets and step into the N64 squared circle. We have the inside info on the upcoming mat mayhem.

Tripleheader for Diamond Fans
Acclaim's All-Star Baseball '99 toes the pitching rubber as Nintendo's Major League Baseball Featuring Ken Griffey Jr. steps up to the plate. The hot pennant race should turn even more torrid in June, when Mike Piazza's StrikeZone from GT Interactive gets called up to the big show. The much-anticipated N64 baseball showdown is finally here, and we've got the inside scoop on all contenders!

The Kid Got Game: Kobe Bryant in NBA Courtside
Starring the NBA's most exciting young star, Los Angeles Laker Kobe Bryant, NBA Courtside delivers on great graphics, game play and challenge. Our coverage gets you into the virtual locker room for behind-the-scenes interviews and chats with the game's developers.

We know sports fans like to sound off. Tell us what you want to see on NintendoSports.com. Send your comments, complaints and foul call
coach@nintendosports.com.

With Phil Jackson not coming back as the Bulls coach, should Air retire?

○ Yes
○ No

Vote!

Should Air retire?
Yes 57 %
No 42 %
Total Votes: [illegible]

A Football Field Trip

Ah, Orlando. Land of the sun, bugs, Disney World and the NFL Quarterback Challenge. I recently returned from a four-day Orlando adventure, and I have much to tell.

Who am I? In case you've missed me on www.nintendo.com, I'm Jenne Pierce, Nintendo's Online Coordinator. By a strange twist of fate, I'm the only hardcore football fan -- and the only female -- in our group. Luckily, this means I get all the cool football-related trips and nifty free stuff. It also means you'll be hearing a lot from me as we gear up for this year's NFL season and the upcoming crop of football video games.

That's me on the left. Horrible picture, eh?

Acclaim Sports recently took a bunch of video game magazine editors and myself to the Quarterback Challenge to meet Brett Favre and talk about Acclaim's upcoming sports games, including NFL Quarterback Club '99 and NBA Jam '99.

Acclaim arranged a breakfast for us to hang out with Brett Favre on the day before the Challenge. I'll admit this was the first breakfast buffet I ever attended where chicken strips were right there for the eatin'. Apparently, Brett -- we're on a first name basis now -- is known for noshing on chicken strips at any time of day.

www.pokemon.com

Are you ready for the Pokémon invasion from Japan? If you don't know what we're talking about, flip over to the special Pokémon insert in this issue after you finish reading this article. At the moment pokemon.com is still under construction, but when it's finished, it will be packed with great tips for starting your own monstrous Pokémon collection. Among the features being planned for the site is a virtual Pokémon pet training area, where you can raise and take care of your own Pokémon at the web site. Since the Pokémon games are packed with over 150 different creatures, it's a sure bet that pokemon.com will have plenty of tips for catching the most elusive Pokémon, plus plenty of photos of the ones that might get away.

ASK DAN

askdan@nintendo.com

YOU'RE ASKING FOR IT

DAN OWSEN IS THE HOST OF ASK DAN AT NINTENDO.COM. NSIDERS RECENTLY DISCOVERED A DARKER SIDE TO HIS EASY-GOING PERSONALITY:

Q: Hey Dan, do the hieroglyphs in the pyramid in Mario 64 mean anything?
—Vorg

A: Sounds like it's time to let Evil Dan out of the bag. Evil Dan says, "They mean whatever you want them to mean. Ninja Mario? Maybe. Naked Mario? See what else you can find!"

Q: My friend Joe has a problem with lying. He says that he found secrets that nobody has found. I was wondering if you could tell me if his codes are true: In Goldeneye 007 in the Bunker is there a remote control that can change the channels on the big screen? In the Aztec level can you get inside the space shuttle and find more levels on Mars? In Mario Kart 64, can you ram Toad so that his wheel comes off? After that, does Toad run out and scream "Nooo!"?
—Wallace355

A: Even Evil Dan was forced to run out and scream "Nooo!" after reading this E-mail! Of course, he was on his way to go use his baseball bat on your buddy, Joe. After all, Evil Dan doesn't want anyone muscling in on his business of distributing bogus codes!

Q: What is the point of Doom? It's pitiful. Those idiots are running around and getting killed. One of them goes up to this horse-man thing and tries to kill it. First the guy shoots at it, then the thing shoots one fireball and misses, then another and the guy dies. Bbris35192

A: Evil Dan says, "I've heard of defective Game Paks, but here is a clear case of a defective player." Now you all see what I have to deal with. Perhaps you can understand why Evil Dan is sometimes a necessary evil.

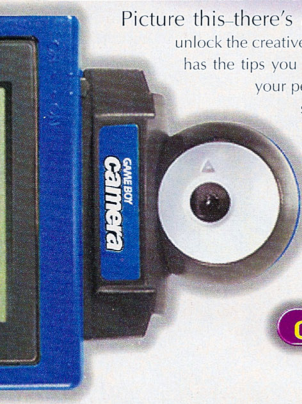
www.banjo-kazooie.com

You're almost out of Honey Energy, and Gruntilda has threatened to transform your sister, Tooty, into an ugly thug. Don't despair! Point and click your mouse to banjo-kazooie.com to become smarter than the average bear. This site is packed with facts to guide you through every schnook and cranny in the nine worlds of Banjo-Kazooie. You'll also be able to scroll through tons of tips for mastering Banjo's moves and dealing with Grunty in the final battle. The site is a great resource for finding overlooked Jiggys, Jinjos and Honeycomb Pieces. You'll also find hints on how to uncover secrets, like how to activate Bottles' puzzles in Banjo's House or where to look in Gruntilda's Lair for Cheato the Spellbook.

www.Banjo-Kazooie.com
BANJO-KAZOOIE
THE WORLDS
SITE MAP
EN ESPAÑOL
PLAYER'S GUIDE
NOW AVAILABLE!

www.Banjo-Kazooie.com
TREASURE TROVE COVE
= 0
SITE MAP
PLAYER'S GUIDE

www.funtography.com


GAME BOY
camera

Picture this–there's a place where you can go to learn how to unlock the creative potential of your Game Boy Camera! Funtography.com has the tips you need to find new angles for creating stunning shots of your pets, friends and family. When you consider the camera's special effects, animation editor and mixing board, it's obvious that this accessory can take you far beyond the realm of point and shoot. Funtography.com is the place to go to find out how to discover the incredible possibilities in your Game Boy Camera.

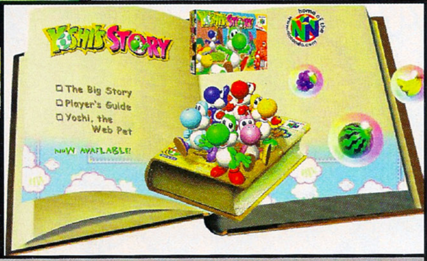
other hot spots

www.nintendo.com/goldeneye007
www.yoshisstory.com
www.starfox.com
www.dkr.com

Do you have a game question about GoldenEye 007, Yoshi's Story, Star Fox or Diddy Kong Racing? Nintendo Power Source has the web site for you. Nintendo.com/goldeneye007 features complete level briefings and special instructions for earning codes. Yoshisstory.com has a virtual pet game where you can raise your own baby Yoshi. Starfox.com includes downloadable voice samples of the Star Fox and Star Wolf teams, while dkr.com has tips for every track in Diddy Kong Racing.

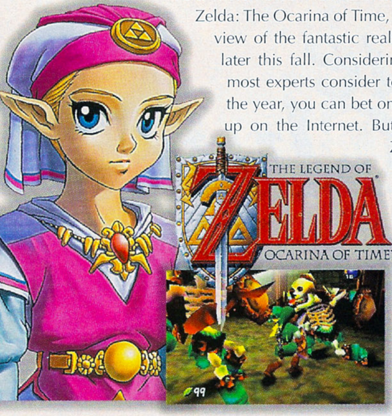
GOLDENEYE 007
MISSIONS
MULTIPLAYER
DEVELOPMENT
CODES
OVERVIEW

STARFOX 64 THE GAME
TEAM
VEHICLES
DOWNLOADS
MISSIONS
ENEMIES
HOME
STARFOX 64


YOSHI'S STORY
☐ The Big Story
☐ Player's Guide
☐ Yoshi, the Web Pet
NOW AVAILABLE!
home of the

DIDDY KONG RACING
Hello Friend!

www.zelda64.com

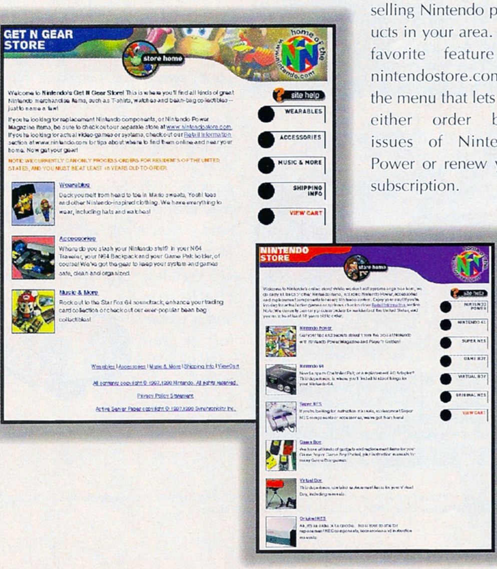


You'll have to wait a little while to play The Legend of Zelda: The Ocarina of Time, but zelda64.com will feature a preview of the fantastic realm of Hyrule when it goes on line later this fall. Considering the publicity surrounding what most experts consider to be the most anticipated game of the year, you can bet on plenty of Zelda web sites popping up on the Internet. But zelda64.com is the only official Zelda site in North America, and Nintendo Power Source's Dan Owsen will be in charge of the web page's content and design. Dan spent this summer helping Shigeru Miyamoto, Zelda's creator, by writing the English game text. While other Internet web sites will brag about information based on rumors, zelda64.com will have the facts from the game's creator, making it the undisputed authority on the game.

www.getngear.com

Serious Nintendo merchandise collectors make the Get 'N' Gear store a regular virtual-shopping stop. Getngear.com features Nintendo merchandise like t-shirts and collectible beanbag characters. Nintendostore.com sells official game accessories and replacement components for all Nintendo systems. If you're looking for a hard-to-find game, you can word search or scroll through a complete database of stores selling Nintendo products in your area. Our favorite feature in nintendostore.com is the menu that lets you either order back issues of Nintendo Power or renew your subscription.

www.nintendostore.com



Welcome to Nintendo's Get N Gear Store! This is where you'll find all kinds of great Nintendo merchandise items, such as T-shirts, watches and bean-bag collectibles -- just to name a few!

If you're looking for replacement Nintendo components, or Nintendo Power Magazine items, be sure to check out our separate store at www.nintendostore.com. If you're looking for actual video games or systems, check out our Retail Information section at www.nintendo.com for tips about where to find them online and near your home. Now get your gear!

NOTE: WE CURRENTLY CAN ONLY PROCESS ORDERS FOR RESIDENTS OF THE UNITED STATES, AND YOU MUST BE AT LEAST 18 YEARS OLD TO ORDER.

Wearables

Deck yourself from head to toe in Mario sweats, Yoshi tees and other Nintendo-inspired clothing. We have everything to wear, including hats and watches!

Accessories

Where do you stash your Nintendo stuff? In your N64 Traveler, your N64 Backpack and your Game Pak holder, of course! We've got the gear to keep your system and games safe, clean and organized.

Music & More

Rock out to the Star Fox 64 soundtrack, enhance your trading card collection or check out our ever-popular bean bag collectibles!

Wearables | Accessories | Music & More | Shipping Info | ViewCart

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CAMP HYRULE

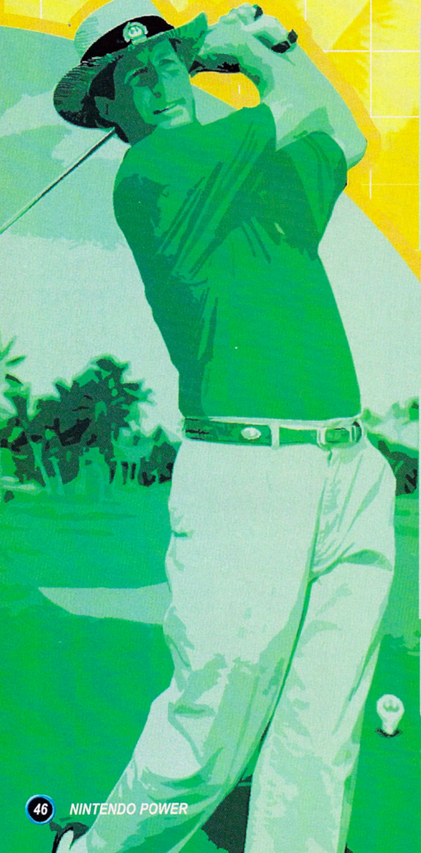
BE A HAPPY CAMPER

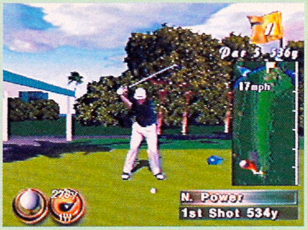
Pick up your marshmallow stick and gather around the virtual campfire, it's almost time for another trip to Camp Hyrule! Since it started three years ago, Camp Hyrule, a virtual summer retreat created and hosted by Nintendo Power Source, has received wide acclaim from gaming fans. It may sound a little campy to some, (pun intended) but gamers who participate always have more fun than they expected. When you arrive at camp, you're assigned to a virtual cabin with a group of bunkmates, all fellow gamers. Here you'll meet your camp counselor, who, in case you haven't already guessed, is an actual Nintendo game counselor. Each day you and your bunkmates will have the chance to chat with your counselor about Nintendo games and products and compete in contests against rival cabins-and if you can't win, you can get even with a surprise cabin raid. In the past, campers have raced each other to complete Internet scavenger hunts or unusual trivia contests. No matter what those crafty counselors decide to do this year, you can bet that the emphasis will be on fun. Demand is exceedingly high for this event, so click on the registration list at nintendo.com and get yourself signed up!

Waialae Country Club™

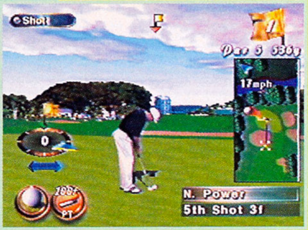
TRUE GOLF CLASSICS®

WAIALAE COUNTRY CLUB: TRUE GOLF CLASSICS IS THE NEXT BEST THING TO ACTUALLY PLAYING IN PARADISE!





The full-function interface allows you to adjust your swing, your stance and the amount of spin on the ball to suit any situation or prevailing weather condition.



A passing rain storm may wet the grass and slow your ball. Once on the green, you'll find contours or "breaks" that will pull the ball to one side or another.

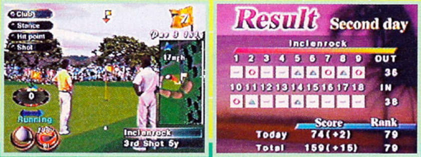
If you're one of those for whom golf is more of a religion than a sport, then your prayers have finally been answered. Programmed by T&E Soft and published by Nintendo, Waialae Country Club: True Golf Classics provides accurate mechanics and exciting challenges in a colorful package. One to four players can tee off in six different game modes and save up to ten distinct characters in the game's memory. While it can be tremendous fun just practicing your swing or tweaking your Titan clubs, the true centerpiece of this Game Pak is Waialae's professional-tour-level course. Every time you play, the weather and the position of the hole on each green may change, even in the Practice mode. As a result, no matter how many times you hit the links at Waialae, you'll find new challenges and a whole lot of fun each time.

Waialae Country Club® is a trademark of Waialae Country Club. TRUE GOLF CLASSICS is a U.S. registered trademark of T&E SOFT, Inc. Licensed by Waialae Country Club. © 1998 T&E SOFT, Inc. Licensed to Nintendo.

Game Modes

WAIALAE OPEN AND TOURNAMENT PLAY

The Waialae Open mode starts you on the first day of a four-day tournament. While you can use a modified player and choose your caddy in this mode, you must use the default set of Titan clubs. You play with no handicap, and you must shoot well enough each day to "make the cut" and qualify for the next round. The Tournament Play mode starts you off in the final round of the same pro-level tournament, so you'll be playing for keeps from the very first tee.


Club
Stance
Hit point
Shot
Par 3 151y
17mph
0
Running
Inclenrock
3rd Shot 5y

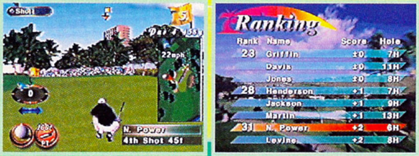
Result Second day

Inclenrock

1	2	3	4	5	6	7	8	9	OUT
–	○	–	–	△	△	○	△	○	36
10	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**	**IN**
○	△	–	–	△	–	–	–	–	38

	Score	Rank
Today	74(+2)	79
Total	159(+15)	79

Up to four players can participate in the Waialae Open and Tournament Play modes. Scores are cumulative and are tallied daily.


Shot
Par 4 353y
22mph
0
N. Power
4th Shot 45y

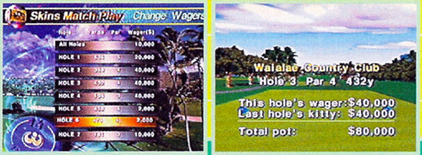
Ranking

Rank	Name	Score	Hole
23	Griffin	±0	7H
	Davis	±0	11H
	Jones	±0	8H
28	Henderson	+1	7H
	Jackson	+1	9H
	Martin	+1	13H
31	N. Power	+2	6H
	Levine	+2	8H

You can check the rankings at any time and see where you stand against your competitors. You must make the cut every day.

SKINS PLAY

Two to four players can go head-to-head in Skins Play, which places a cash prize on each hole. The player with the lowest score on a hole is declared the winner. If there's a tie, the money from the current hole is carried over to the next hole. Prizes can be set individually before the game begins (you might want to put bigger payoffs on tougher holes), and the purses can be anywhere from $2,000 to $40,000 each!



Skins Match Play Change Wagers

Hole	Yards	Par	Wager($)
All Holes			10,000
HOLE 1	[illegible]	5	20,000
HOLE 2	[illegible]	[illegible]	40,000
HOLE 3	[illegible]	[illegible]	40,000
HOLE 4	[illegible]	3	40,000
HOLE 5	[illegible]	[illegible]	2,000
HOLE 6	[illegible]	[illegible]	2,000
HOLE 7	[illegible]	[illegible]	10,000

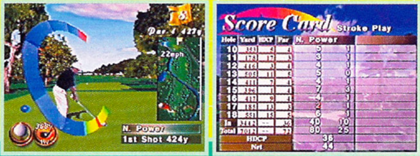
Waialae Country Club
Hole 3 Par 4 432y

This hole's wager: $40,000
Last hole's kitty: $40,000
Total pot: $80,000

In Skins Play, cash prizes can be set individually for each hole, up to $40,000. If there's a tie on a hole, the prize carries over until someone wins. Modified players and clubs are allowed.

STROKE AND MATCH PLAY

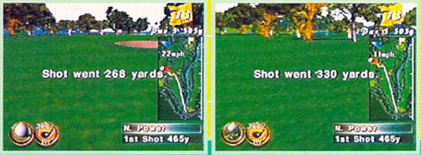
In Stroke Play, one to four players use all their clubs and cunning in a single, 18-hole round. The golfer with the lowest stroke total at the end of the day is declared the winner. In Match Play, only two golfers compete. The player with the lowest score on a hole wins that hole. The player who wins the most holes, not the one with the lowest stroke total, takes the match.


Par 4 427y
22mph
N. Power
1st Shot 424y
Score Card
Stroke Play
Hole
Yard
HDCP
Par
N. Power
HDCP
Net

If you crave competition but have no live opponents, you can select one or more computer-controlled adversaries in the multi-player modes. There are five computerized golfers to choose from.

PRACTICE PLAY

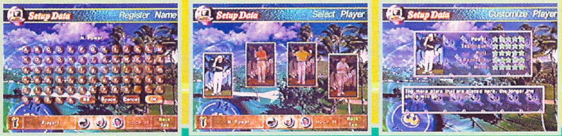
The one-player Practice mode allows you to play each hole on the Waialae Country Club course as many times as you wish. As in the other modes, the weather may change, or the cup may move to another part of the green every time you play a hole.


Par 5 505y
22mph
Shot went 268 yards.
N. Power
1st Shot 465y
Par 5 505y
11mph
Shot went 330 yards.
N. Power
1st Shot 465y

Changing conditions can make a hole seem different every time you play it. The Practice Play mode helps you prepare for different wind patterns, rain and other trouble situations.

Setup Data

Using the Setup Data option, players can modify and save up to ten characters to the game's memory. You can choose from six default players with specific abilities or tweak your characters' attributes in five different categories. You can also select a specific caddy and place up to 18 clubs in your bag.

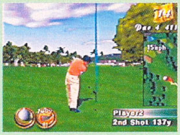


Setup Data
Register Name
Setup Data
Select Player
Setup Data
Customize Player

Default player attributes cannot be changed, but if you choose the Customize option, there's no limit to the number of skill points you can assign to a category.

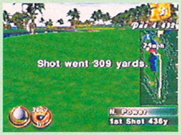
Player Abilities

	Power	Technique	Putt	Recovery	Wind
Average Player	★★★☆☆	★★★☆☆	★★★☆☆	★★★☆☆	★★★☆☆
Power Player	★★★★★	☆☆☆☆☆	★★★☆☆	★★★☆☆	★★★☆☆
Technique Player	☆☆☆☆☆	★★★★★	★☆☆☆☆	★★☆☆☆	★★★★☆
Recovery Player	★★☆☆☆	☆☆☆☆☆	★★★★☆	★★★★★	★★☆☆☆
Good Putter	☆☆☆☆☆	★☆☆☆☆	★★★★★	★★★★☆	★★★☆☆
Wind Player	★★★★☆	★☆☆☆☆	★☆☆☆☆	★★☆☆☆	★★★★★



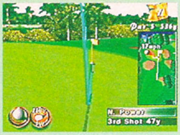
Player2
2nd Shot 137y

Average Players can perform adequately in most situations.



Shot went 309 yards.
N. Power
1st Shot 436y

Power Players can hit long, especially on tee shots.

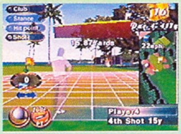


N. Power
3rd Shot 47y

Technique Players can finesse regular shots and putts.

Club
Stance
Hit point
Shot
Player4
3rd Shot 160y

Recovery Players can make the most of bad situations.



Club
Stance
Hit point
Shot
Player4
4th Shot 15y

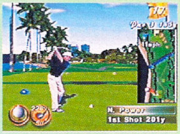
Good Putters can read and compensate for bad breaks.

CHECK YOUR CLUBS

Tweaking your clubs is just as important as tweaking your skills. Changing a club's shaft or head affects both the trajectory and the amount of control you have over the ball. You can also use the Distance option to increase the range of each club, as shown on the chart on the next page. While the default clubs are fine, we do recommend increasing the range of your 1 Wood to 300 yards.

Woods

Control	Trajectory	
1	Middle	Titan
2	High	Metal Wood
3	Low	Persimmon

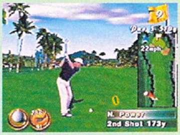


N. Power
1st Shot 201y

We like the long-range Titans, but you might prefer more control.

Irons

Control	Trajectory	
2	High	Cavity
3	Low	Conventional



N. Power
2nd Shot 173y

Control is important with irons, so we prefer the Conventional heads.

Sand Wedge

Control	Trajectory	
3	Low	58 degrees
2	Middle	60 degrees
1	High	62 degrees

Club
Stance
Hit point
Shot
N. Power
3rd Shot 34y

Do you like more height or more distance on shots out of the bunker?

Club Distance Chart

	1W	2W	3W	4W	5W
Titan	260-300 yds	240-280 yds	230-260 yds	220-250 yds	210-230 yds
Metal Wood	250-280 yds	235-265 yds	220-250 yds	210-230 yds	200-220 yds
Persimmon	240-270 yds	230-250 yds	220-240 yds	210-230 yds	200-220 yds

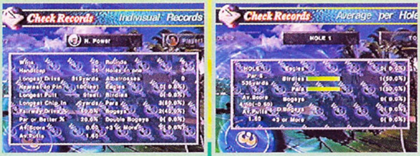
	1I	2I	3I	4I	5I
Cavity	210-230 yds	200-220 yds	190-210 yds	180-200 yds	170-190 yds
Conventional	220-240 yds	210-230 yds	200-220 yds	190-210 yds	180-200 yds

	6I	7I	8I	9I	PW	AW
Cavity	160-180 yds	150-170 yds	140-160 yds	130-150 yds	110-130 yds	90-110 yds
Conventional	170-190 yds	160-180 yds	150-170 yds	140-160 yds	120-140 yds	100-120 yds

	58 degrees	*60 degrees*	*62 degrees*
Sand Wedge	90-110 yds	80-100 yds	70-90 yds

Check Records

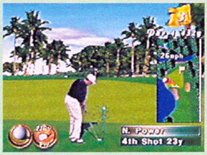
From the best drives to the worst shot percentages, the computer keeps track of all ten characters' performances in 19 categories, as well as hole-by-hole course records.



The computer keeps track of everything from the number of birdies you shoot to the average number of birdies that are shot on a particular hole. You can measure yourself against other golfers as well as the course itself.

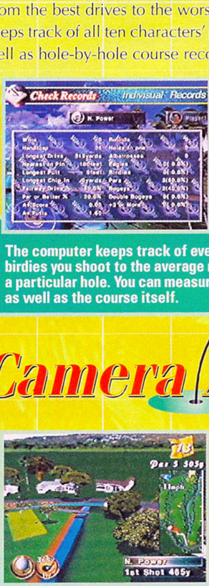
Replay It!

The game also allows you to relive your proudest moments with two Replay options. Up to five "Miracle Shots" (such as holes-in-one) and five other memorable moments can be saved for posterity and replayed as many times as you like.



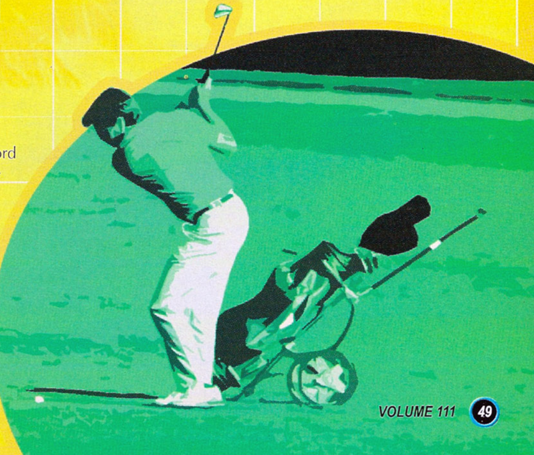
If you make a 20-yard chip from the rough that drops in for an eagle, you can save it to the game's memory.

Camera Angles

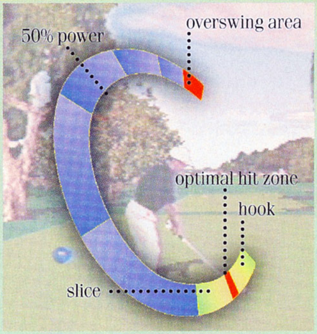


The Exciting camera option shows you the high-flying action from the ball's point of view. Fore!

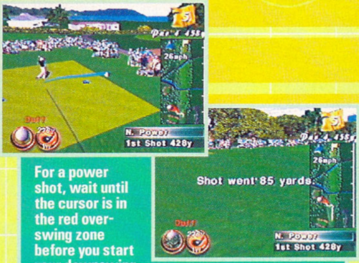
"Exciting" may not be a word you associate with golf or golf coverage on TV, but with the game camera set on the Exciting mode, you may see things from a whole new perspective. You won't see shots like this even on your favorite sports highlight show!



Swing Mechanics

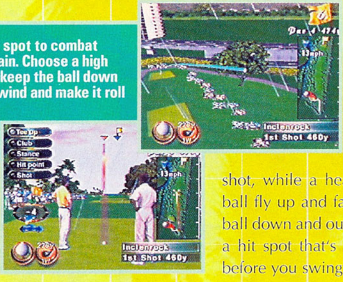

50% power
overswing area
optimal hit zone
hook
slice

As in real golf, the most important part of your virtual game is your swing. Once you set up your shot, tap A to start your backswing. When the cursor reaches the power level you want, tap A to start your downswing. To make the ball fly straight ahead, tap A when the cursor is in the center of the red hit zone. To make the ball slice to the right or hook to the left, tap A when the cursor is in the proper hit zone.


Par 4 458y
26mph
Duff
N. Power
1st Shot 428y
Shot went 85 yards.

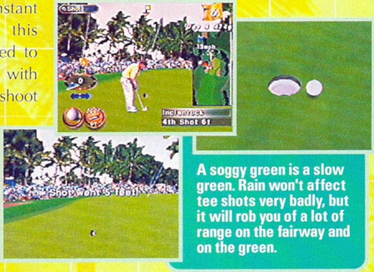
For a power shot, wait until the cursor is in the red overswing zone before you start your downswing. You must then tap A at the center of the optimal hit zone, or you'll "duff" or "top" your shot, and the ball will go only a few yards.

Know the Weather


Par 4 474y
13mph
Inclenrock
1st Shot 460y
Tee Up
Club
Stance
Hit point
Shot

Use the hit spot to combat wind and rain. Choose a high hit spot to keep the ball down out of the wind and make it roll farther.

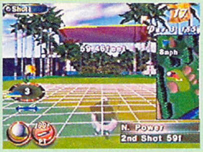
Winds are a constant companion on this course, and you need to know when to work with them and when to shoot against them. A tailwind can add many yards to a shot, while a headwind can make a ball fly up and fall short. To keep the ball down and out of the wind, choose a hit spot that's high up on the ball before you swing.


Shot
15mph
Inclenrock
4th Shot 6f
Shot went 5 feet!

A soggy green is a slow green. Rain won't affect tee shots very badly, but it will rob you of a lot of range on the fairway and on the green.

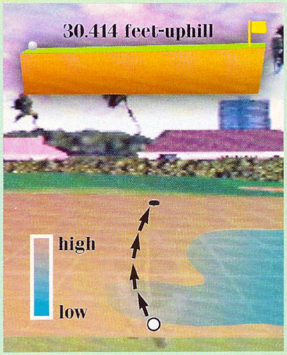
Read the Green

Putting is probably the toughest part of this game, and it's where most novices will come up short. Besides dealing with the usual dips, hills and slopes, you also have to determine whether a green is "fast" or "slow." On a fast green, a ball rolls faster and farther. On a slow green, a ball loses speed quickly. Unfortunately, the only way to determine if a green is fast or slow is to play it.


Shot
8mph
N. Power
2nd Shot 59f

Once you reach the green, a grid will show the contours of the ground. To view the green without the grid, press B. To make the grid reappear, press left C.

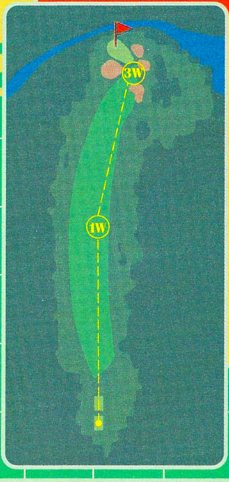
High areas are shown in red and low areas in blue. The ball will tend to roll downhill, so you'll have to compensate. In the example shown, the ball will curve to the right, so aim your putt to the left. The longer the putt, the more you should turn. The diagram at the top of the putt screen will show the distance to the cup and whether you're going uphill or downhill.


30.414 feet-uphill
high
low

The Courses

The maps below show our suggested approach for each hole. You may need to use the power swing to make the long tee shots. The pins are placed randomly every time you play a hole, but we're showing where you'll find them most often.

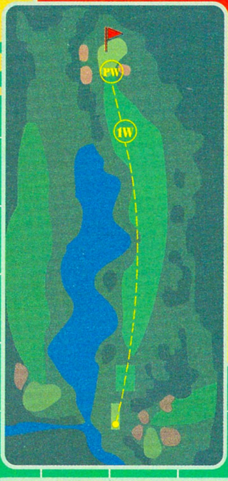
HOLE 1



PAR 5 • BACK TEE - 536 YDS
FRONT TEE - 521 YDS

You'll often get a head wind here, which will usually result in your ball falling short of the green and into the bunker. Even if you're taking a short shot into the wind, you may need to go down a club or two.

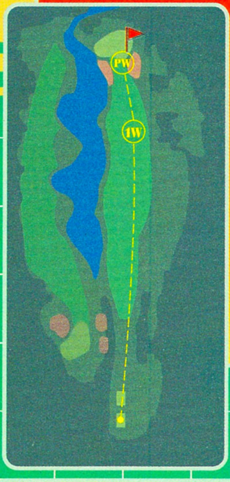
HOLE 2



PAR 4 • BACK TEE - 358 YDS
FRONT TEE - 348 YDS

This is one hole where a power tee shot is not necessary. The right bunker seems to draw balls like a magnet. Try to work with the wind, not against it, to clear the bunker. The green is very fast, even uphill.

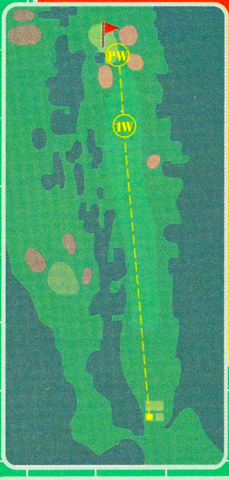
HOLE 3



PAR 4 • BACK TEE - 432 YDS
FRONT TEE - 397 YDS

The green on this hole is short, so try to put some backspin on the ball (use a low hit spot) to stick the landing. There are some mean breaks on the green, which will pull very hard on putts longer than 20 feet.

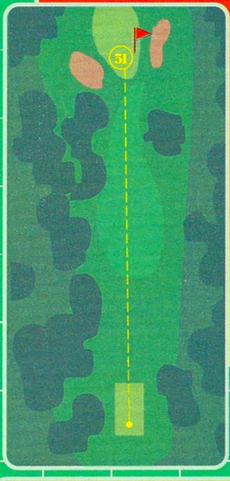
HOLE 10



PAR 4 • BACK TEE - 353 YDS
FRONT TEE - 347 YDS

You could almost make the green on your tee shot, but the bunker on the left and the rough on the right form a dangerous bottleneck right in front of the green. The green is very neutral, with few breaks.

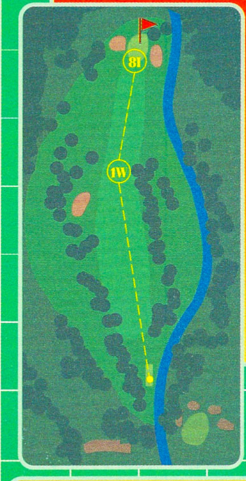
HOLE 11



PAR 3 • BACK TEE - 178 YDS
FRONT TEE - 169 YDS

A short shot that's tough to finesse, high winds and a bouncy green will all conspire to make your shot go astray. If there's a tailwind, don't hesitate to go up a club or two. The green is a tad slow on short putts.

HOLE 12

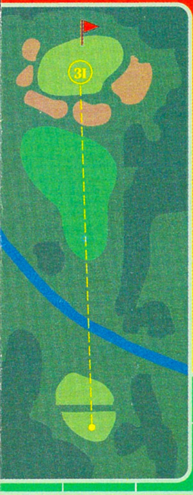


PAR 4 • BACK TEE - 446 YDS
FRONT TEE - 420 YDS

There's a good chance for a birdie here, but be conservative on your tee shot. If you go too far to the right, your second shot will be blocked by trees. If you hit too far to the left, you'll roll into a very nasty rough.

LEGEND: 1W = SUGGESTED CLUB - - - = BEST APPROACH

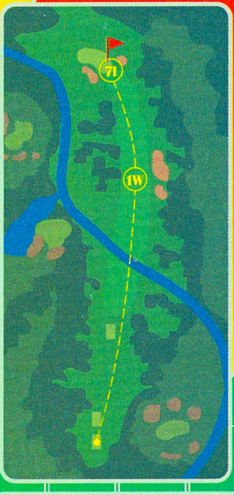
HOLE 7



PAR 3 • BACK TEE - 181 YDS
FRONT TEE - 165 YDS

winds are common on the seventh hole,
hey'll rob more speed and range from
shot than you might expect. You may
eed to put a little backspin on the ball to
the landing.

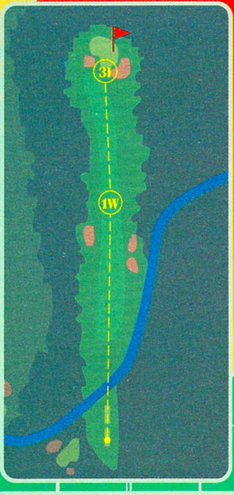
HOLE 8



PAR 4 • BACK TEE - 427 YDS
FRONT TEE - 395 YDS

You'll need to keep the ball up and put a little "oomph" into your swing to clear the stream. If you keep the ball to the right side of the fairway, you'll have a straighter and easier approach to the pin.

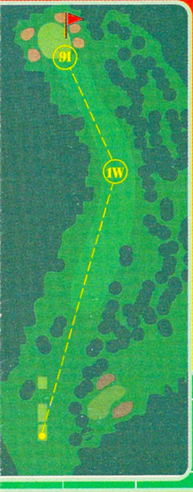
HOLE 9



PAR 5 • BACK TEE - 510 YDS
FRONT TEE - 487 YDS

Even if there's a crosswind or a headwind, there's always a good chance for a birdie. If there's a tailwind, set your sights on an eagle. Just keep to the center of the fairway and stick the landing on the green.

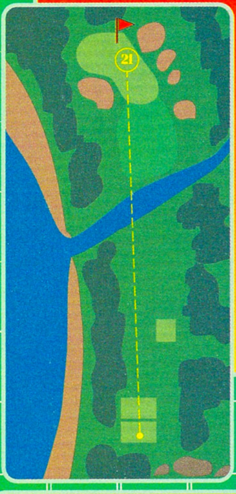
HOLE 16



PAR 4 • BACK TEE - 417 YDS
FRONT TEE - 396 YDS

xteenth is like the fifteenth, only worse.
winds will not only blow your tee shots
urse, but they'll rob a lot of your speed,
nce again, work with the wind, not
t it.

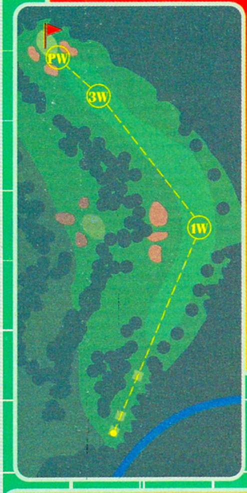
HOLE 17



PAR 3 • BACK TEE - 185 YDS
FRONT TEE - 178 YDS

This hole is an easy par but a very tough birdie. If the pin is set to the right, you might want to keep the ball down and roll it onto the green. If the pin is on the left, a lob over the bunker will be in order.

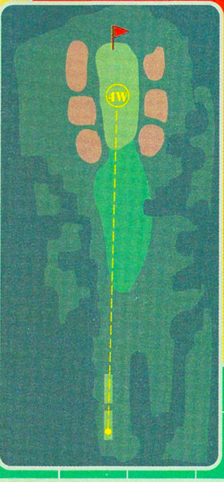
HOLE 18



PAR 5 • BACK TEE - 551 YDS
FRONT TEE - 533 YDS

By choice or chance, the eighteenth ends up being one of the easiest birdie opportunities on the course. Fade your tee shot to the right just a bit to clear the trees on the left. Beyond that, just be wary of high winds.

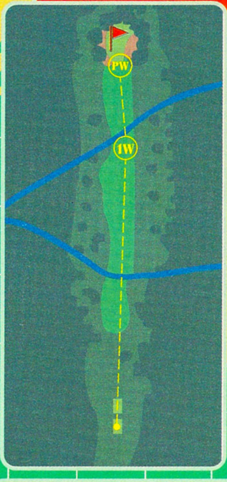
HOLE 4



PAR 3 • BACK TEE - 194 YDS
FRONT TEE - 178 YDS

Getting on the green is not the problem. Getting on close to the pin—that's the heartbreaker. You can either roll the ball onto the green or loft it and try to stick the landing. Any putt under 10 feet will be slow.

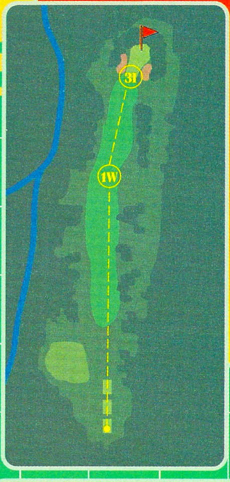
HOLE 5



PAR 4 • BACK TEE - 458 YDS
FRONT TEE - 401 YDS

A 315-yard tee shot would be ideal, but keep the ball up. Even a little topspin will drop you into the nearby stream. High winds will make for tough second shots, and a fast green will make for lots of blown birdies.

HOLE 6

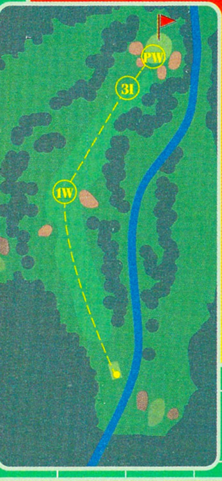


PAR 4 • BACK TEE - 474 YDS
FRONT TEE - 430 YDS

Control, not distance, is the key here. The fairway is pinched in the middle, and crosswinds will make avoiding the rough even more difficult. Expect a lot of bounce and roll when shooting onto the green.

Cross
and t
your
also
stick

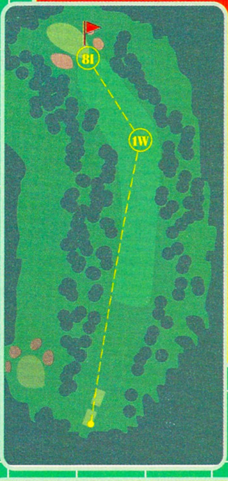
HOLE 13



PAR 5 • BACK TEE - 505 YDS
FRONT TEE - 494 YDS

The thirteenth hole can be very unlucky, if you're not careful. The dogleg in the middle of the fairway is much worse here than on the previous hole. If you hit a solid second shot, you can roll the ball onto the green.

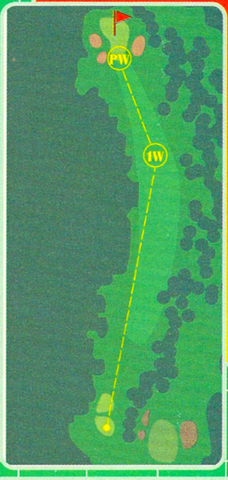
HOLE 14



PAR 4 • BACK TEE - 411 YDS
FRONT TEE - 402 YDS

With its tall trees and thick roughs, the fourteenth has catapulted many pros right off the leader board. To steer clear of the trees on the left, fade your tee shot a bit to the right and shoot for 250-260 yards.

HOLE 15



PAR 4 • BACK TEE - 396 YDS
FRONT TEE - 390 YDS

The map shows a standard approach around the dogleg, but you can shoot over the trees on the left if you have a good tailwind. Shots to the green often pull up short, even with the wind at your back.

The si
Cross
off co
too. O
agains

Pokémon™
Gotta catch 'em all!

Coming Soon to
Game Boy
from Nintendo
NINTENDO POWER

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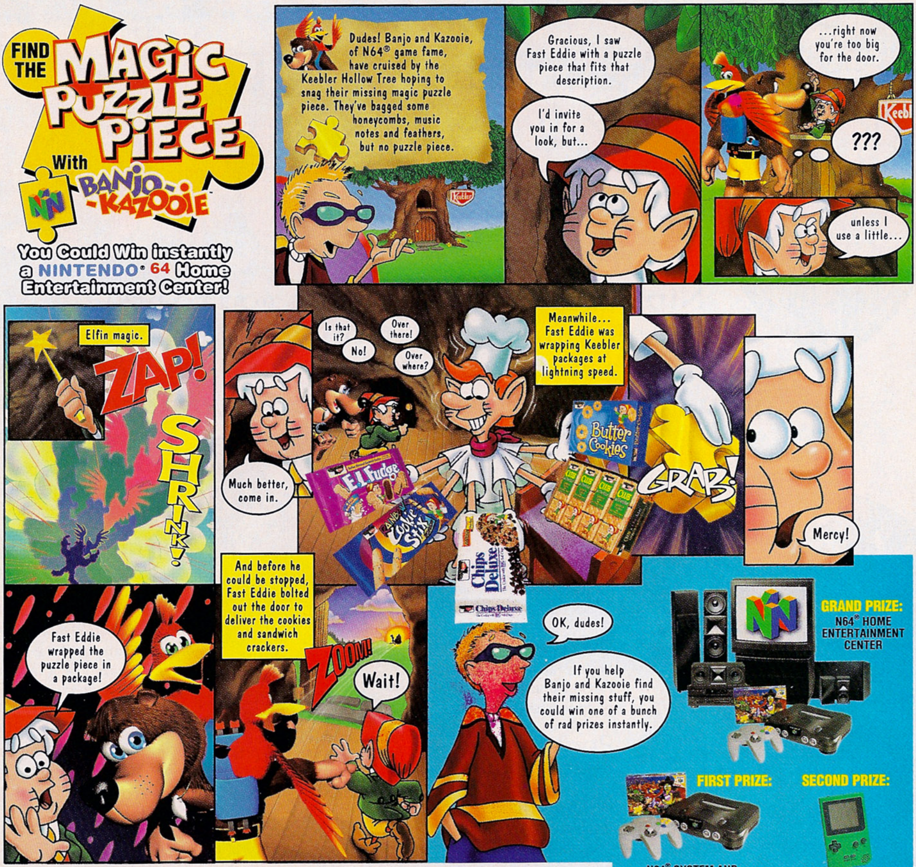
FIND THE MAGIC PUZZLE PIECE With BANJO-KAZOOIE

You Could Win instantly a NINTENDO® 64 Home Entertainment Center!


Dudes! Banjo and Kazooie, of N64® game fame, have cruised by the Keebler Hollow Tree hoping to snag their missing magic puzzle piece. They've bagged some honeycombs, music notes and feathers, but no puzzle piece.
Keebler
Gracious, I saw Fast Eddie with a puzzle piece that fits that description.
I'd invite you in for a look, but...
...right now you're too big for the door.
???
unless I use a little...
Elfin magic.
ZAP!
SHRINK!
Much better, come in.
Is that it?
No!
Over there!
Over where?
Meanwhile... Fast Eddie was wrapping Keebler packages at lightning speed.
E.L. Fudge
Cookie Stix
Butter Cookies
Chips Deluxe
Club
GRAB!
Mercy!
Fast Eddie wrapped the puzzle piece in a package!
And before he could be stopped, Fast Eddie bolted out the door to deliver the cookies and sandwich crackers.
ZOOM!
Wait!
OK, dudes!
If you help Banjo and Kazooie find their missing stuff, you could win one of a bunch of rad prizes instantly.

GRAND PRIZE:
N64® HOME ENTERTAINMENT CENTER

FIRST PRIZE:
N64® SYSTEM AND BANJO-KAZOOIE™ GAME PAK

SECOND PRIZE:
NINTENDO® GAME BOY® POCKET SYSTEM

THIRD PRIZE:
1 YEAR SUBSCRIPTION TO NINTENDO POWER® MAGAZINE

FOURTH PRIZE:
FREE KEEBLER® PRODUCT COUPON

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How To Play/Prize Claim.** Scratch off the playing area on the game piece to determine if you are a potential winner, subject to verification. The symbol revealed determines the prize you win. Winning symbols are depicted as follows: Grand Prize game piece reveals a magic puzzle piece, First Prize game piece reveals a feather, Second Prize game piece reveals a honeycomb, Third Prize game piece reveals a music note. Fourth Prize game piece reads "Instant winner, Free Product Coupon" and does not reveal a symbol. Non-winning game pieces will read "Please Try Again" and will not reveal a symbol. If your game piece indicates that you are a winner, legibly print your name, address, daytime phone number on a 3"x5" card and sign your name in ballpoint pen on the game piece. GRAND, FIRST, SECOND, and THIRD PRIZE WINNERS: mail potentially winning game piece and 3"x5" card to: "Find the Magic Puzzle Piece" Prize Claim, P.O. Box 27172, Golden Valley, MN 55427-0172. Grand Prize game piece should be mailed via certified mail; First, Second, and Third Prize game pieces should be mailed via regular mail. FOURTH PRIZE WINNERS: mail potentially winning game piece and 3"x5" card, via regular mail, to: "Find the Magic Puzzle Piece" Prize Claim, P.O. Box 3362, Maple Plain, MN 55593-3362. Make a copy of game piece for your records. Prize claims must be received no later than March 2, 1999, and must be mailed separately to be eligible for prizes. Upon verification, winners will be notified by mail within 6-8 weeks. If won by minor, prize may be awarded in the name of parent or legal guardian on behalf of the minor. **3. Verification.** Prize claims are subject to verification by Gage Marketing Group, an independent judging organization, whose decisions are final and binding in all matters relating to this game. If any prize or prize notification is returned as undeliverable, such prize will be forfeited. No copies or reproductions of game pieces accepted. Neither Keebler Company, nor any of its subsidiaries, affiliates or agencies are responsible for lost, late, damaged, delayed, misdirected, incomplete or illegible requests, prize claims, or postage-due mail. Game pieces are void and will be rejected if not obtained in accordance with the Official Rules and through authorized legitimate channels, or if any part is determined by Gage Marketing Group, in its sole discretion, to be forged, mutilated, illegible or tampered with in any way (except for legal hand-written signature of potential winner) or if they contain printing or other errors. Liability for an irregular game piece is limited to replacement with another game piece, while supplies last. 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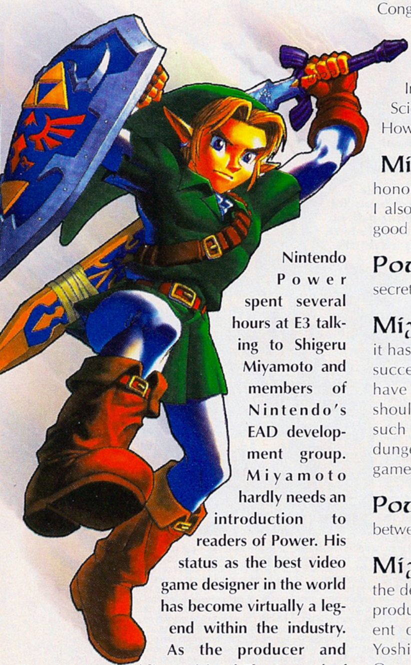
THE LEGEND OF MIYAMOTO

Nintendo Power invites you to pull up a chair and listen in on an exclusive conversation with Nintendo's master of game development, Shigeru Miyamoto.



Nintendo Power spent several hours at E3 talking to Shigeru Miyamoto and members of Nintendo's EAD development group. Miyamoto hardly needs an introduction to readers of Power. His status as the best video game designer in the world has become virtually a legend within the industry. As the producer and guiding spirit of The Legend of Zelda: The Ocarina of Time, his insight into this upcoming game and other gaming topics are of particular interest as we await the release of Zelda this fall.

Power: Congratulations on being chosen as the first member of the Academy of Interactive Arts & Sciences Hall of Fame. How does it feel?

Miyamoto: It's an honor to be the first. I also think the awards are good for the industry.

Power: What's the secret to a great game?

Miyamoto: I think it has to do with balance. My formula for success is that 70% of the game should have to do with objectives and the rest should be secrets and exploration–things such as burning trees to find a hidden dungeon entrance like in the first Zelda game.

Power: What is the biggest difference between developing Zelda and Mario 64?

Miyamoto: I was a director for the development of Mario 64, but I'm the producer this time. There are four different directors for Zelda. [Toru Osawa, Yoshiaki Koizumi, Yoichi Yamada, and Onozuka.] I have to listen to the opinions and ideas of each of them. It's a tough job coordinating all of their efforts, and I have my own ideas, too. I suppose that it's just as tough for them (laughing).

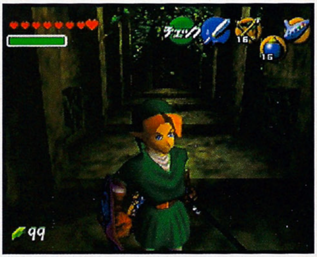
Mr. Miyamoto receives the first Academy of Interactive Arts & Sciences Hall of Fame award at E3 '98.

Power: How big is Zelda? Or how long will it take for a player to finish?

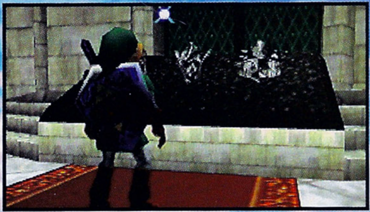
Miyamoto: That's hard to say since not everything has been combined. It's at least as big as A Link to the Past, and there's more freedom to roam about the overworld. I think it will take at least 40 hours to complete.

Power: Will there be a lot of 3-D cinema scenes in Zelda?

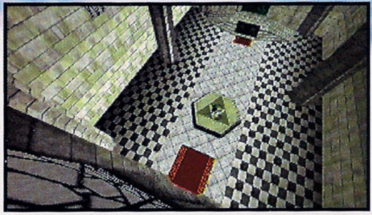
Miyamoto: Perhaps more than 40 minutes worth of scenes. I think it's important to have cinema scenes in order to keep people actively involved in the game.



In an early version of Zelda 64, you can see the dramatic use of lighting, which Mr. Miyamoto intends to convey emotion. In this case, the emotion is anticipation, or perhaps fear.



Miyamoto's Golden Rule is to balance a game with 70% objectives and 30% extra surprises. The three gem holders represent one of the main goals in The Ocarina of Time: collect the gems and return them to their rightful place.



Mr. Miyamoto may consider Zelda to be a miniature world where people can explore and engage in adventure, but the size of the game is very large. From large interior chambers to open meadows and forests, Zelda will be anything but miniature.

Power: Who's in charge of creating the story?

Miyamoto: There's one scenario writer. He wrote drafts and I made comments and changes.

Power: What's the greatest technical challenge of this game?

Miyamoto: I think the challenge is to create visual expressiveness using lighting and textures–for instance, the smooth skin of the horse and the realistic movements of Link's hood. How much realistic expression we can make is the biggest challenge for me. But I would like to see less emphasis on the technical aspects. I'm hoping to make a "miniature world" where people can play, the same idea as in Mario 64 but more realistic. Meeting a variety of characters is more important than the story line. And action is very important, things like simplifying the button controls for complex actions. In Zelda, players will be able to customize their (C Button) controls and use weapons and items on whatever button they choose.

Power: Is Link able to go back and forth through time?

Miyamoto: Yes, he can and he must.

Power: How about magic?

Miyamoto: The magic system is one of the few things that isn't finished yet. You'll be able to apply different types of magic to weapons on the item screen. If you apply fire magic to the bow, you can use a fire bow. That's the basic magic system. I'd also like to talk a bit more about a technical issue. I think the use of real-time cinema scenes is something we really haven't seen much of before.

Giles: FMCG.

Power: What's that stand for?

Giles: Full Motion Computer Graphics. I named it.

Miyamoto: We used motion capture technology for the FMCG to capture more realistic movements such as Link mounting his horse. We had to make a mock horse in our studio.

Power: So you had to create a motion capture studio?

Miyamoto: Yes. Actually, we rebuilt and expanded it several times. Did you see the treasure box in the demo game? We also motion captured the box opening sequence using a real treasure box.

Power: Who performed as Link?

Miyamoto: It was a professional actor, although not a famous one. We also hired professional action stunt men to capture Link's sword fighting. There is a famous Universal-Studio-type amusement facility in Kyoto called Eiga Mura. [Movie Village.] We hired a professional Samurai sword stunt actor from there.

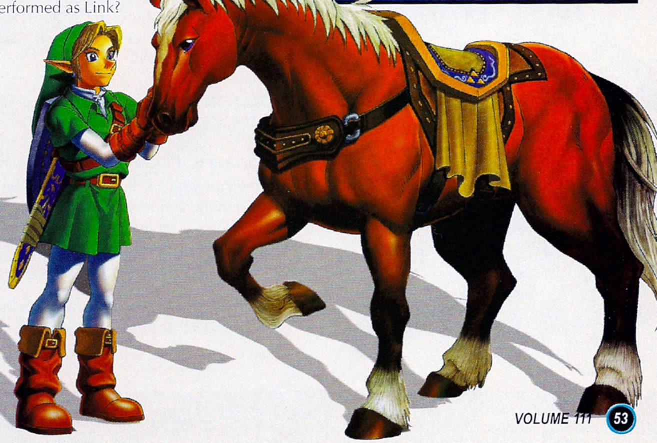
Power: The horse action looks great.

Miyamoto: Thanks, but we still have more work to do on the details.

Power: What is the role of "Voice" in this game, and will Link speak?

Miyamoto: Basically, I think environmental sound is the most important. For example, we need some sound effect indicating when Link is surprised, like in a movie. I placed our highest priority on that type of use of sound. As for Link, he doesn't speak.

Power: In the show demo, we heard Link yell when he fell a long way.



Miyamoto: Yes, that's the type of sound effect we want to use.

Power: How about facial expressions?

Miyamoto: We have several types of expression:. Link showing surprise, blinking his eyes, that sort of thing.

Power: What is your favorite thing in this game?

Miyamoto: What I'd like to do is to create a totally realistic atmosphere. For example, if you went to a dungeon, you could almost smell it (laughing.) Or even within the same body of water, you could see differences between cold water and hot water. That would be my dream (laughing). With the N64 I've tried to do that kind of thing.

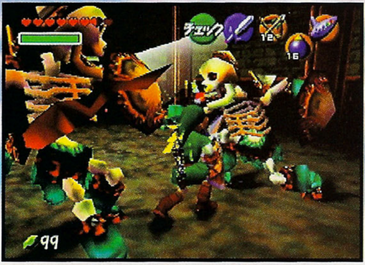
Tezuka: I like the play control of this game. We tried to come up with a system for 3-D action with simple play control. I hope it becomes standard for 3-D action games.

Power: The attention mode using the Z Button is one of those things? We felt it was very impressive.

Miyamoto: Yes, we spent a long time on it even after we came up with the basic idea. It took a lot of fine-tuning in order to find the easiest control for players.

Power: How many people are working on Zelda now?

Miyamoto: Forty or fifty. It's the biggest development group I've ever had. We also have a programming company working closely with us. If I include those people, maybe 120 people are working on Zelda altogether.



Battles present a special problem since the action moves swiftly and enemies may change the angle of their attacks. The development of a camera button that keeps the viewpoint lined up behind Link was vital for the creation of an intuitive battle system.

Power: Here's a question for Giles. Who is your favorite character in 1080°?

Giles: The Panda!

Power: Are you working on a sequel?

Giles: I've been discussing that with Mr. Miyamoto. I'd like to make another game with a similar style but with some differences. It should be easier this time around since we built some great tools for making small adjustments to the physics of the control. We'll use the same engine in the sequel. The production system that Mr. Miyamoto and I designed worked very smoothly, too, so the whole development of 1080° was much faster than anyone expected.

Power: Will we see anything on a sequel this year?

Miyamoto: If we have a show this fall, perhaps we can show a little bit, but it might only be a video. It might be a problem to have a sequel ready for the next snowboarding season this fall, which is when we'd like to release a new game.

Power: Mr. Konno, are there any plans to make a Mario Kart 64 sequel?

Konno: Maybe when we introduce a new piece of hardware.

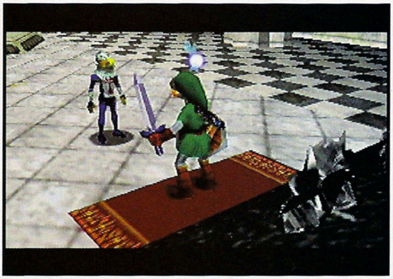
Miyamoto: He's just upset that he didn't win the award for best racing game (laughing).

Konno: No. (Big laugh.)

Power: Let's get back to Zelda. You said that a game's "System" is more important than its "Story" when you develop a game. Is that true for Zelda this time?

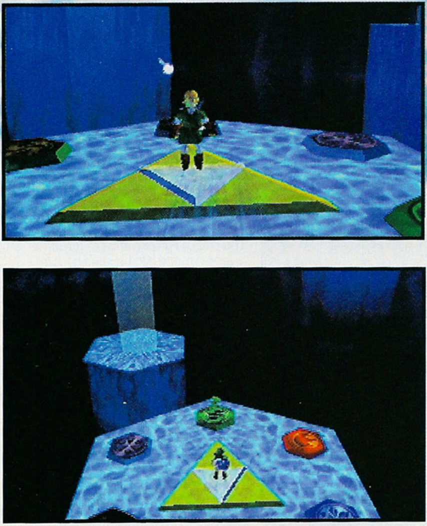
Miyamoto: Yes, but since I have an excellent staff that is strong in every area, I think you'll find that the story-telling is a real strength in this game.

Power: But the "System" is still the most important part of the game?



In cinematic sequences like this meeting in the castle, the view appears in a letterbox frame so the dimension of the scene is the same as it would be on a movie screen. The popcorn, you'll have to supply yourself.

Miyamoto: Yes. I don't think that a story alone can make a game exciting. I'm afraid that people think that I ignore story lines or that I don't feel that the story has any value. My first priority is whether the game play is interesting. What I mean by that is that a player is actively involved in the game. The story is just one of the ways to get players interested, like the enemies or puzzles. If you just want a good story, you should pick up a novel or see a movie. The difference is in the participation. In a game, you might meet a character, but you don't find out his story until later, after you do something that reveals the truth about him. It's all up to the player. You only get that sort of experience with interactive entertainment. Of course, the scenario, characters and graphics are all important, but it's this active attitude that is the most important element.



In addition to using special effects and dramatic lighting, Mr. Miyamoto also borrowed the concept of zooming and panning around a scene from the movies. In this scene, Link is the focus from both far and near. Players will also be able to control the camera's position during game play.

Power: Will this Zelda be the end of the saga?

Miyamoto: No. Not at all. The action system of this Zelda is completely different from previous games. To me, Zelda games are a always about the concept of the system rather than about a particular story.

Power: So how did the planning of this Zelda begin? What was the "System" that you had in mind?

Tezuka: In the beginning of the development process, we were thinking about several different approaches. One was a system similar to that used in GoldenEye. It was more of a 3-D shooting style system.

Miyamoto: We also had an idea for a style similar to Mario 64. We combined ideas from both systems, but in the end the Mario elements became the major part of the game. Perhaps we could have created a whole new system if we chose the GoldenEye style, but we went in a direction that the entire team agreed upon. What was important was creating the sense of the player being Link.

Tezuka: I think we can produce a completely new type of Zelda game in the future.

Miyamoto: Yes. We've already talked about a network Zelda as an interesting idea. The assistance of other players in the network could motivate a player's active participation instead of the traps or secrets that I create.

Power: So what is your next game going to be?

Miyamoto: I'm working on a new project right now where I'd like to spend most of my time. But I'm also responsible for several titles including Mario Artist and Mario RPG. This new project is very interesting. The development time should be only about six months, and it doesn't require a big team. The game itself could keep players busy for more than a year. This is an ideal scenario, but if our idea works, it will be a reality.

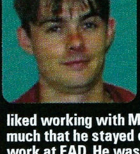
Power: When will we see something of this new game?

Miyamoto: There's still the possibility that it won't be a game. I'm challenging Giles to develop the basic ideas. It will be a completely new way to enjoy the N64 system. The N64 is a great machine that can be used to do things that no one has even thought up yet.

Shigeru Miyamoto had recently graduated from art school when he was given the project of developing Nintendo's first arcade game, which turned out to be Donkey Kong. Since then, he has created the most successful video games of all time, including the Mario Bros. and Legend of Zelda series.

Takashi Tezuka has worked closely with Mr. Miyamoto since the development of Super Mario Brothers for the NES. He was also the director of Yoshi's Story and Link's Awakening, among other titles. In addition to helping Mr. Miyamoto with Zelda 64, he is also directing the Game Boy Color version of Link's Awakening.

Hideki Konno has worked on many of the masterpieces for the Super NES, including Super Mario Kart, SimCity, and Yoshi's Island. Mario Kart 64 is his biggest title as a director to date. He was also the lead developmer Yoshi's Story.



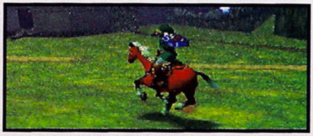
Giles Goddard worked on StarFox for the Super NES as a programmer for Argonaut Software. He liked working with Mr. Miyamoto so much that he stayed on in Japan to work at EAD. He was the lead programmer for 1080° Snowboarding.

The Zelda Tours

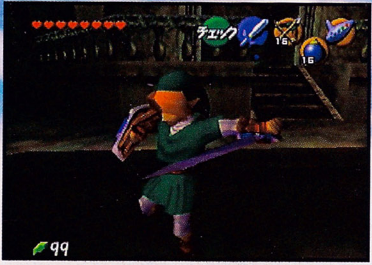
At E3 in Atlanta, excited gamers got their first chance to explore many aspects of the long-anticipated The Legend of Zelda: The Ocarina of Time. The beautiful demo version at the show was designed to introduce players to the basic systems of Link's latest adventure–the movement, the exploration, the use of weapons and fighting. The demo began with a menu giving players a choice of going on any of three tours. They could explore limited areas of Hyrule, enter dangerous dungeons or battle major enemies. No matter which tour a player entered, they were sure to experience cinematic sequences, rich graphics with stunning lighting and textural effects, and lots of action, whether it was shooting Link's bow and arrow or riding the horse.

Around Hyrule

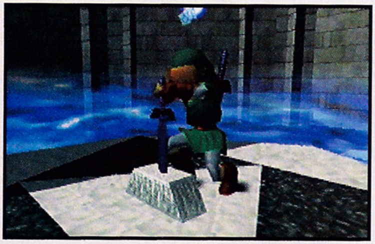
The Hyrule Tour included options of visiting Link's forest village of Kokori, going into the town of Hyrule, riding a horse in a pasture or going to Kokariko village. In the villages, players could talk to characters, but the text was in Japanese. (The English version is currently being completed by Nintendo Power Source manager Dan Owsen, who wrote the English text for A Link to the Past and Link's Awakening.) These town areas may not have been as dangerous as the dungeons, but in the game they will contain clues, help, items, cinematic sequences, and other vital gaming elements. Since they are 3-D environments, Link will be able to go just about everywhere.



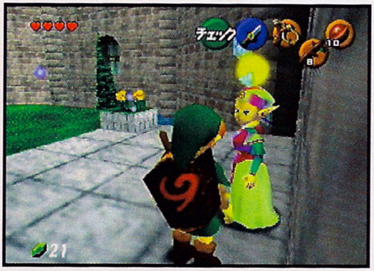
One of the major achievements in Zelda 64 is the realistic motion of Link when he's riding the horse. In order to achieve the necessary realism, EAD built and rebuilt its motion capture studio several times and hired professional actors to perform the actions.



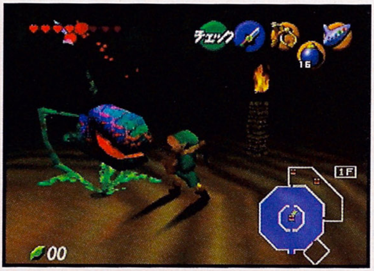
Link jumps automatically when he's on the run, making things a little bit easier for players. Mr. Miyamoto and his team spent months devising the most interactive controls for Zelda's imposing 3-D world. He hopes his system becomes the new standard for 3-D action.



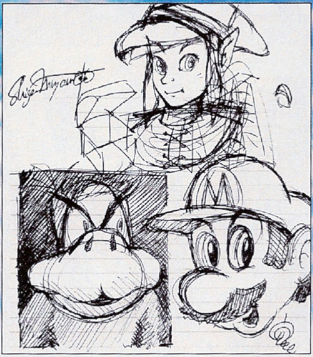
The use of lighting and textures to create a mood can be seen here in the town of Hyrule. The textures create a medieval look that exudes a sense of magic. Lighting, particularly in interior spaces, makes use of shadows and rays of light to create mysterious contrasts.



In the new Zelda, Mr. Miyamoto hopes to engage players through actions and intrigue. To achieve the second goal, he's included over 40 minutes worth of story-telling cinematic sequences. When Link finds Zelda in Hyrule Castle, she reveals secrets about the Triforce and its power.



Although tactics will likely change between the E3 demo and the final game, players were treated to a number of battles requiring specific tactics. This giant plant snapped at Link when he approached, but if he stunned it, he could chop it in two. After that, he could take the stalk to use as a weapon.



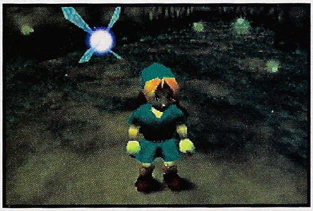
During the interview, Mr. Miyamoto doodled in a notebook, we talked him into giving us the page. Once an artist , always an artist.

Dungeon Dangers

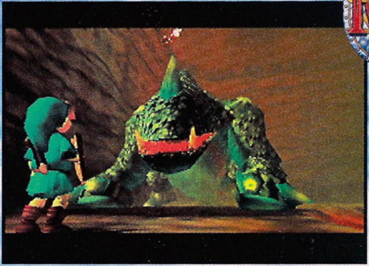
The Dungeon Tour consisted of six options. Players could go to the Deku Tree, Dodongo's Lair, the Castle Courtyard, the Temple of the Woods and the Battle of Gerudo. Here was the chance to experience the action of Zelda, how the weapons worked and how Link moved in battle. It was also a good chance to learn to use the Z Button's targeting camera, which keeps the viewpoint anchored directly behind Link.

Battle Lines

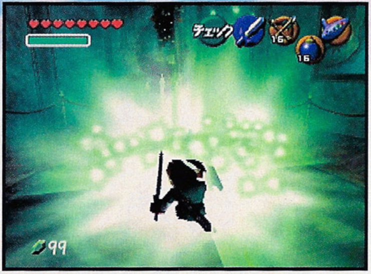
More people were lined up to play Zelda than any other game at E3, and when players finally got the chance, most of them promptly launched into battle. The Battle Tour included a wonderful variety of boss encounters, including a battle with Gohma, King Dodongo, Phantoom, Ganon, and Valvaga.



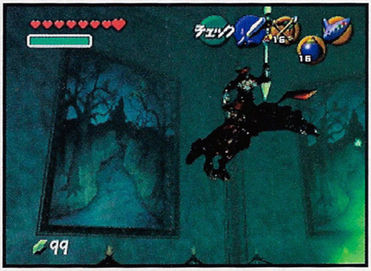
Creating an adventure in 3-D presented various play control problems for Mr. Miyamoto and his team. For instance, how do you make players aware of events that are taking place out of their direct line of sight? Mr. Miyamoto's answer was the creation of Navie the fairy who warns Link of approaching danger.



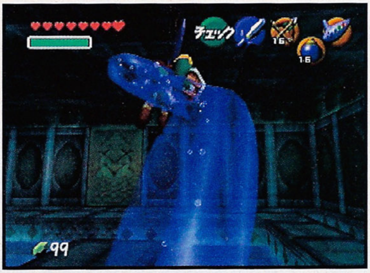
Some of the bosses are all new, while others have appeared in various forms in previous Zelda games. In the E3 demo, the King Dodongo has the same weakness to bombs as others of its kind. (This and some battle techniques mentioned may change in the final version of the game.)



Special effects make the fight come alive. In this scene, Link is seen from a dramatic camera angle silhouetted against an explosion. Mr. Miyamoto told us that he has tried to create cinematic effects to enhance the drama of the game. Tried and succeeded, we might add.

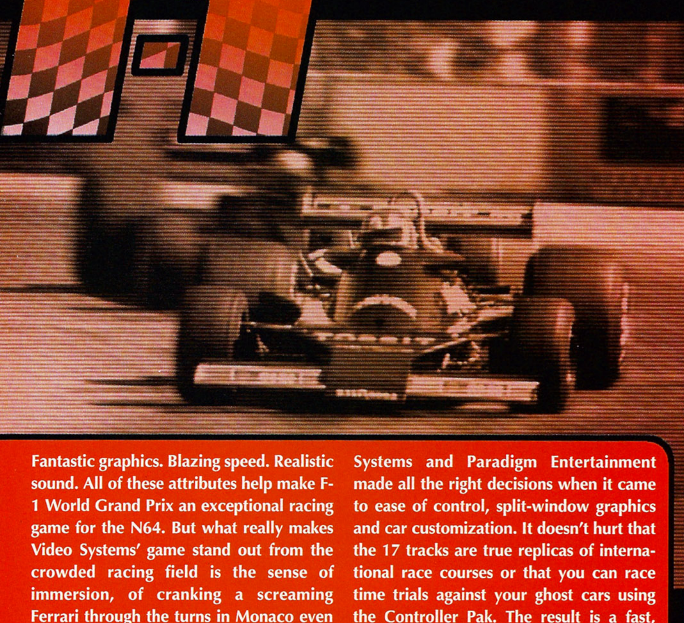


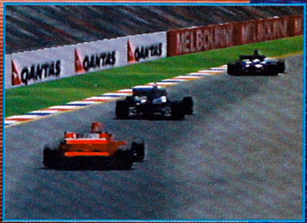
In this battle, the enemy rides out of the paintings on either side of the room, leaps into the room brandishing a spear, storms across the room, then jumps into the opposite picture.

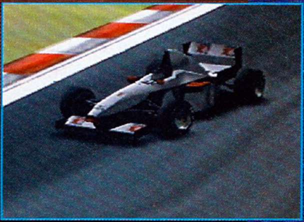


The huge size of most bosses in contrast to Link makes battles a daunting prospect. This water boss is so big that it can reach out and lift Link as if he were just a toy.

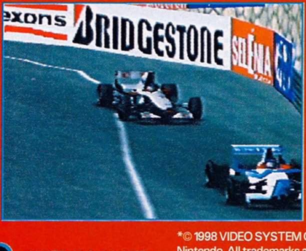
F-1 WORLD GRAND PRIX™*

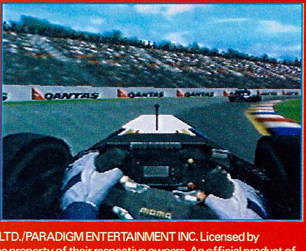


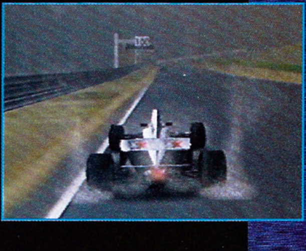




Fantastic graphics. Blazing speed. Realistic sound. All of these attributes help make F-1 World Grand Prix an exceptional racing game for the N64. But what really makes Video Systems' game stand out from the crowded racing field is the sense of immersion, of cranking a screaming Ferrari through the turns in Monaco even though you're really sitting on a nice comfy couch in your house. That's no easy feat. The development team at Video Systems and Paradigm Entertainment made all the right decisions when it came to ease of control, split-window graphics and car customization. It doesn't hurt that the 17 tracks are true replicas of international race courses or that you can race time trials against your ghost cars using the Controller Pak. The result is a fast, intense game that will leave you with white knuckles and the itch to take one more lap.







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TEAM DREAMS

F-1 racing may not be as well known here as it is in Europe and South America, but the dream to be the fastest of the fast is universal. The competitors in F-1 World Grand Prix include real teams and top drivers from the '97 season, including actual on-track events and challenge scenarios. Although every car will blow the paint off your average Chevy, each one has a slightly different feel. Constructor Points determine the annual champion over the course of a 17-race season. Some of the top teams are listed here.

Michael Schumacher

Starts: 102
Poles: 27
Wins: 17

Eddie Irvine

Starts: 65
Poles: 0
Wins: 0

FERRARI

Engine: **Ferrari V10**
Position in 1996: **2**
Wins: **5**
Constructor Points: **102**

Jean Alesi

Starts: 135
Poles: 1
Wins: 2

Gerhard Berger

Starts: 210
Poles: 10
Wins: 12

BENETTON

Engine: **Renault V10**
Position in 1996: **3**
Wins: **1**
Constructor Points: **67**

Mika Hakkinen

Starts: 96
Poles: 1
Wins: 1

David Coulthard

Starts: 58
Poles: 3
Wins: 5

McLAREN

Engine: **Mercedes-Benz V10**
Position in 1996: **4**
Wins: **3**
Constructor Points: **63**

Ralf Schumacher

Starts: 17
Poles: 0
Wins: 0

Giancarlo Fisichella

Starts: 25
Poles: 0
Wins: 0

JORDAN

Engine: **Peugeot V10**
Position in 1996: **5**
Wins: **0**
Constructor Points: **33**

Olivier Panis

Starts: 59
Poles: 1
Wins: 0

Shinja Nakano

Starts: 17
Poles: 0
Wins: 0

PROST

Engine: **Mugen Honda V10**
Position in 1996: **6**
Wins: **0**
Constructor Points: **21**

Jack Williams

Starts: 33
Poles: 11
Wins: 13

Heinz Harald Frentzen

Starts: 65
Poles: 1
Wins: 1

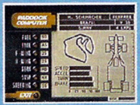
WILLIAMS

Engine: **Renault V10**
Position in 1996: **1**
Wins: **8**
Constructor Points: **123**

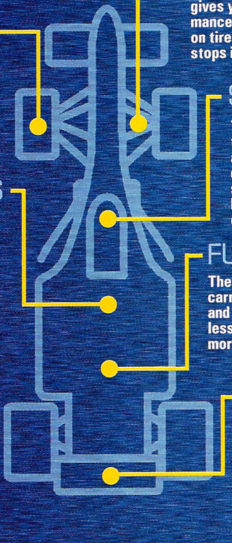
TWEAKED TO PERFECTION

Each car can be customized by tweaking the six attributes shown in the diagram. The default settings are good for getting started, but to get the winning edge, you should customize your car for every track. Players can turn off Wear and Pit options to make things easier.

PADDOCK Computer



All modifications to your car are made using the Paddock Computer. In addition to making changes, you can save and load preset configurations.



TIRES

Softer tires give you greater grip for cornering and higher speeds, but they'll wear out fast, causing you to make more pit stops. For short races they're unbeatable.

SHIFTING GEARS

The Semi-Hi gear setting gives you the maximum balance between top speed and acceleration. For winding courses, go with a lower gear ratio for better acceleration.

SUSPENSION

The Hard suspension setting gives you the best performance, but it can also be harder on tires, requiring more pit stops in a long race.

STEERING

The angle that you can turn your wheels can be adjusted from 14 to 28 degrees. You can make sharper turns with the higher settings, but the control is not as tight.

FUEL

The amount of fuel that you carry affects your top speed and acceleration. If you carry less fuel, you'll have to make more pits during a long race.

WINGS

Increasing the downforce of the front and rear wings will reduce speed and acceleration while increasing your turning and braking abilities.

TIME TRIAL

Test your skill on each of the tracks in Time Trial mode. It's just you versus the clock, not to mention the ghost car from your best lap. The first lap begins with a rolling start, and you can continue for as many laps as you want. The game keeps track of your best lap times and average lap time.

M. SCHUMACHER
FERRARI
G:05.1

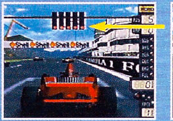
In the Time Trial, there are no competitors, so you can concentrate on following the racing line perfectly for the fastest lap.

CRASH COURSE

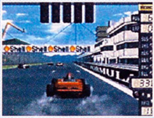
Our Power Crash Course in F-1 driving skills includes tips on starting, braking, turning, crashing, pitting, passing and following flagged instructions–all skills that can help you tally up Constructor Points as you race around the world. If you learn these skills, you'll have a head start.

COUNT & GO

At the starting line, count off and rev the engine as each of the five lights flashes, then continue counting and revving using the same cadence. At the count of eight, the bell will sound and you'll accelerate without spinning your tires.



As you reach the count of eight, you should hit the gas. If your timing is right, the bell will sound at the same moment.



If you sit at the line holding down the gas, you'll spin your tires and lose time when the bell finally goes off.

THAT'S THE BREAKS

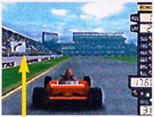
Yes, you're going to have to use your brakes. The amount of braking that you do depends on your transmission, tires, wing settings and cornering skills. Less braking is better, but no braking is fatal.

Manual Transmission

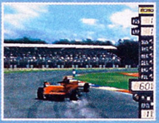
Gear down before a corner to reduce speed without completely killing your momentum. At the lower gear, you'll also be in a better position to accelerate out of the corner when you reach the apex.

AutomaticTransmission

On sharp corners with an automatic, brake before you reach the turn. Never brake going through a corner if you want to stay in control. The assisted braking option will slow you down more than you need.



Brake before reaching the corner. You'll probably be able to carry more speed than you might think, so experiment.



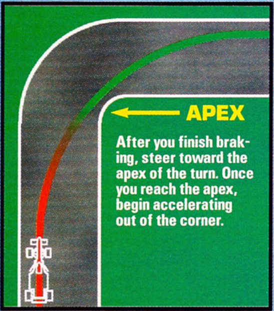
Braking while in a corner will result in your car spinning out of control. You'll also cause extra wear on your tires.

TAKING TURNS

One of the most important skills in racing is learning to take turns at high speed. The AI in World Grand Prix plays it safe, taking corners at a slower speed than necessary. The game also displays a racing line–the worn area of the track. That's the fastest line through a corner.

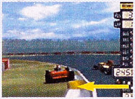
Anatomy of a Corner

Set up your turn by hugging the outside edge of the track as you approach. Brake before you begin the turn and accelerate through the apex.



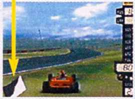
After you finish braking, steer toward the apex of the turn. Once you reach the apex, begin accelerating out of the corner.

Passing on a Curve



In this shot you can see Schumacher safely passing another car on the inside shoulder of the track.

Warning Flags

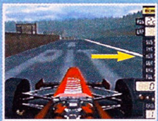


If you cut the corner too short, a warning flag will appear and you'll recieve a vocal warning, as well.

WARNING LIGHTS

If the Damage option is active, your car will suffer from crashes, and your tires will wear out from hard use. Soft tires and a hard suspension will take more damage from minor collisions, so you may want to customize your car with less damage prone settings if you keep Damage turned on.

The Pit



When you see a warning light come on, it means that you should be aware of a possible problem ahead. When the light begins flashing, head for the pit as soon as possible. You'll usually have about one lap to get to the pit.

Suspension

The worst hazards for your suspension and wings are collisions with walls and other cars. Tire-lined walls are no protection. Using a softer suspension may give you a few more hits, but the only way to avoid damage is to stay out of collisions.

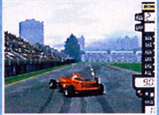
Fuel

In long races, you'll have to consider the balance of speed with the time lost from refueling in the pit. It's better to carry more gas and spend less time in the pits.

Engine and Transmission

Although damage can occur during collisions, most engine and transmission damage is a result of heavy shifting with the manual transmission. You can avoid damage by using your brakes instead of down shifting or by choosing an automatic transmission.

Tires



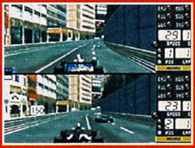
Tires always take wear, but soft tires wear faster than hard tires. The way you drive also affects wear. Sliding around corners and driving off the track will accelerate the wear, forcing you to make more frequent pit stops.

EXHIBITION

Exhibition races can take place on any of the 17 tracks around the world. Players compete against a full field of CPU drivers, but final standings don't count for anything. Driving the exhibition race is the best way to gain experience and learn the tracks.

TWO PLAYER

Two players can go head-to-head on any track, choosing drivers and options that include handicaps and vertical or horizontal windows. No CPU cars are included in the race. Only three camera views are available, but frame rates remain high. The vertical window is excellent.



F-1 POWER TRIP

Nintendo Power's trip around the F-1 racing world follows the same circuit as the game. Our default driver is Michael Schumacher of the Ferrari team. The course records shown are from actual races, so it's not surprising that our Power records are faster. We recommend learning each track in the exhibition mode before entering the race week in the Grand Prix mode.

Track Set

The default car settings are fine for learning a course, or as a baseline, but they're always conservative. You can tweak the settings for greater speed and handling.

Nintendo Power (NP) Set

Our settings are customized for each track and Schumacher's Ferrari. When you create your own sets, consider the number of turns and the lengths of straightaways.

Track Key

The worn racing line shows the best position for your car on the track. Stay on the line when setting up to go into a corner and as you go through the corner.

Yellow sections are areas where we suggest caution and perhaps a slower speed. In most cases, you may not be able to carry your max speed through these curves.

The red sections of the track show braking zones. Do your braking before heading into the turn.

● Pit Entrance ● Pit Exit

AUSTRALIA: **Albert Park**

Length: **3.294 km** Laps: **58**

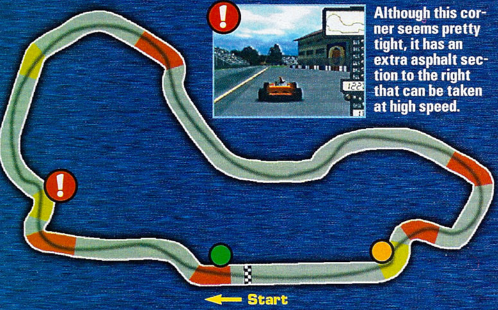
The Australian Grand Prix has only a few right-angle corners and no hairpin turns. The secret on the right angle-turns is to brake just as you reach the turn sign. Brake just for a moment, then let your momentum carry you to the apex before you accelerate. Although you may be tempted to cut across the grass, don't.

Track Set
F-Wing: **20**
R-Wing: **20**
Gear: **SH**
Susp: **NL**
Steer: **16**

Course Record:
1:30.59

NP Set
F-Wing: **15**
R-Wing: **20**
Gear: **SH**
Susp: **MH**
Steer: **22**

NP Record:
1:17.30



Although this corner seems pretty tight, it has an extra asphalt section to the right that can be taken at high speed.

BRAZIL: **Interlagos**

Length: **4.292 km** Laps: **72**

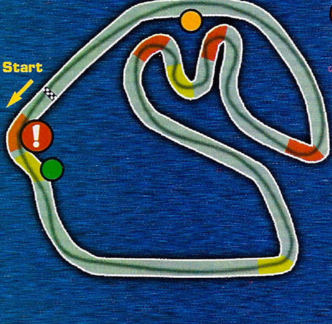
Interlagos mixes straightaways with slow-speed hairpins to create a challenging track. The pit area exit is particularly tricky. You'll have to brake before getting on the track. The S-Curves beyond the pit area create bottlenecks where you should be careful. Also try to avoid the grassy outfield on the final turn.

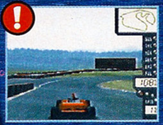
Track Set
F-Wing: **30**
R-Wing: **30**
Gear: **SL**
Susp: **NL**
Steer: **20**

Course Record:
1:18.40

NP Set
F-Wing: **30**
R-Wing: **25**
Gear: **SL**
Susp: **MH**
Steer: **24**

NP Record:
1:08.10





Brake before you enter the first part of this S-Curve, but not the second. You can accelerate through the second curve.

ARGENTINA: **Buenos Aires**

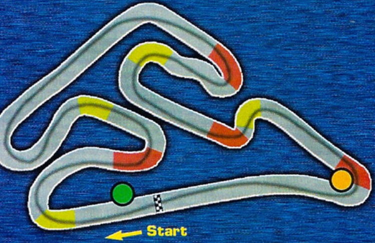
Length: **4.259 km** Laps: **72**

	Track Set	NP Set
F-Wing:	30	35
R-Wing:	25	40
Gear:	MD	SL
Susp:	MH	MH
Steer:	24	26

Course Record: 1:27.98

NP Record: 1:13.40

If you thought Brazil was tough, wait until you hit the pavement farther south. The Argentine track has five 180-degree corners requiring drivers to drop their speed well under 100 mph. One good way to learn the track is to follow CPU-driven cars. Watch out for the service road before the pit entrance. It looks a lot like the track.



SAN MARINO: **Imola**

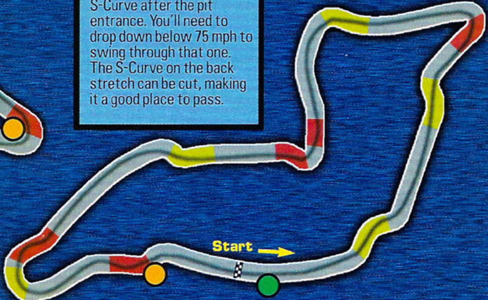
Length: **4.930 km**
Laps: **62**

	Track Set	NP Set
F-Wing:	35	25
R-Wing:	40	30
Gear:	SL	SL
Susp:	MH	HD
Steer:	26	28

Course Record: 1:25.53

NP Record: 1:19.80

Shumacher took second place at Imola in '97, but it won't be easy to repeat that feat. Most of the sharp corners can be taken at 100 mph, except for the S-Curve after the pit entrance. You'll need to drop down below 75 mph to swing through that one. The S-Curve on the back stretch can be cut, making it a good place to pass.



MONACO: **Monte Carlo**

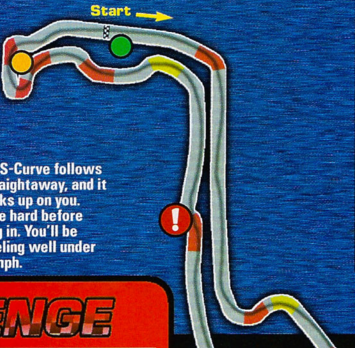
Length: **3.366 km**
Laps: **69**

	Track Set	NP Set
F-Wing:	40	35
R-Wing:	40	30
Gear:	LO	LO
Susp:	NR	MH
Steer:	22	28

Course Record: 1:53.32

NP Record: 1:14.20

The narrow roads and tight turns in Monte Carlo require low gearing and the slowest overall speeds on the circuit. Going down the hill, you'll have to drop to about 30 mph. There are two places where you can cut corners on the back stretch, but you'll still have to reduce speed. Rely on a good starting position and cautious driving, and stay off the walls.



M. SCHUMACHER
FERRARI

This S-Curve follows a straightaway, and it sneaks up on you. Brake hard before going in. You'll be traveling well under 100 mph.

SPAIN: **Barcelona**

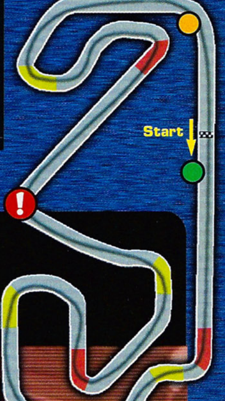
Length: **4.728 km**
Laps: **64**

	Track Set	NP Set
F-Wing:	20	25
R-Wing:	20	25
Gear:	SH	HI
Susp:	N	MH
Steer:	16	28

Course Record: 1:22.24

NP Record: 1:14.10

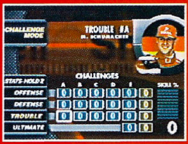
The Spanish Grand Prix is a good course for high speed and high gearing. Only the turn between the two Bridgestone signs requires drivers to drop below 75 mph. Lines of sight are good, so you should be able to pass almost anywhere. As in all races, the best strategy is to get a good starting position based on a fast qualifying lap time.



M. SCHUMACHER
FERRARI

This corner seems sharp as you approach it, but you can take it at high speed. Use the distant camera for the best look-ahead view.

CHALLENGE



The Challenge Mode places you in the midst of a '97 race scenario with limited time to catch the leader, hold off challengers, or overcome some difficult condition. In each of the three categories–Offense, Defense, and Trouble–there are five challenges. To progress, you must meet the challenge and earn skill points.

CANADA: **Montreal**

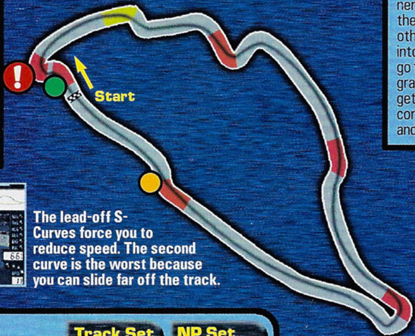
Length: **4.421 km** Laps: **69**

	Track Set	NP Set
F-Wing:	25	20
R-Wing:	25	20
Gear:	MD	SH
Susp:	NR	MH
Steer:	14	24

Course Record: 1:19.64

NP Record: 1:10.90

The Canadian track mixes long straightaways with some tight corners. The curves near the starting line are the most difficult, particularly on the first lap when all the cars are bunched up in a pack. Take them at 75 mph or less. Also watch out for the turn following the green Driver sign on the right as you head down the back stretch.



The lead-off S-Curves force you to reduce speed. The second curve is the worst because you can slide far off the track.

FRANCE: **Magny-Cours**

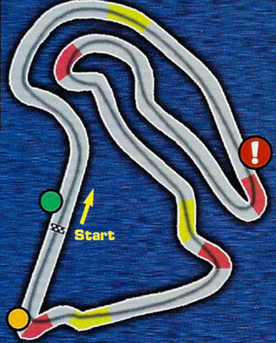
Length: **4.247 km**
Laps: **72**

	Track Set	NP Set
F-Wing:	10	15
R-Wing:	10	15
Gear:	HI	HI
Susp:	NR	NR
Steer:	14	24

Course Record: 1:17.91

NP Record: 1:08.40

This is a deceptive track since it begins with a series of gentle turns but ends with sharp, right-angle corners around the entrance to the pits. On the front half, other than around the turn into the inner loop, you can go flat out. Once you see the grandstands, slow down and get ready for sub-50 mph corners through the pit area and onto the front straight.



This sharp corner follows the track's longest straightaway. Give yourself a little extra braking distance to drop down to 50 mph.

BRITAIN: **Silverstone**

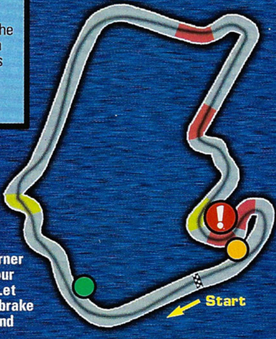
Length: **5.140 km**
Laps: **59**

	Track Set	NP Set
F-Wing:	10	15
R-Wing:	10	15
Gear:	HI	HI
Susp:	NR	NR
Steer:	14	24

Course Record: 1:24.48

NP Record: 1:14.60

The Silverstone track has few surprises, and not many cars will wipe out, so the field will remain packed. If you follow the race line through the curves, you won't have to hit the brakes until you're near the end of the course. Watch out for the sharp turns as you approach the grandstands just before the entrance to the pit area.



Silverstone's tightest corner requires you to reduce your speed to below 60 mph. Let off the gas at first, then brake before entering the second part of the curve.

GERMANY: **Hockenheim**

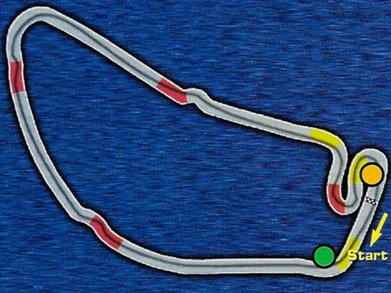
Length: **6.823 km** Laps: **45**

	Track Set	NP Set
F-Wing:	10	10
R-Wing:	10	15
Gear:	HI	HI
Susp:	NR	NR
Steer:	14	24

Course Record: 1:45.75

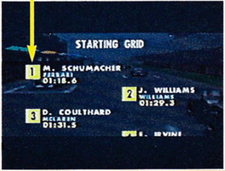
NP Record: 1:37.00

The track at Hockenheim may be the easiest course to drive, but that doesn't necessarily mean it's an easy one to win. The three S-Curves on the back stretch are the only blips in an otherwise featureless course. Take the first of these curves at about 80 mph, the second at up to 110 mph, and the final sharp corner at 90 mph. Otherwise, go at full speed.



GRAND PRIX

The Grand Prix mode is where the action is. The circuit contains 17 races around the world. The GP week begins with test laps and a qualifying run. Your fastest lap in the qualifying run counts toward your starting grid position, so if you are in first place after a qualifying lap, quit and go on to the main event. You don't have to earn Constructor Points to continue to the next race, but the point total at the end of the season determines the champion. Always start each race in the pole position.



STARTING GRID

1 M. SCHUMACHER
FERRARI
01:18.6

2 J. WILLIAMS
WILLIAMS
01:29.3

3 D. COULTHARD
MCLAREN
01:31.5

E. IRVINE

Our best advice to racers is to get the pole position. Also, you can set the race for the number of laps you want. Fewer laps require less fuel, allowing you to go faster.

HUNGARY: **Hungaroring**

Length: **3.968 km** Laps: **77**

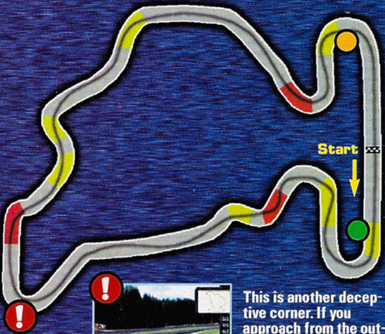
The Hungarian Grand Prix has a little bit of everything—uphills, downhills, tight turns and straightaways. You'll be able to go fast on most of the course, so a high-geared transmission is essential. The downhill section of the track presents the slowest area where you'll pass through a series of turns at less than 100 mph.

Track Set
F-Wing: **30**
R-Wing: **30**
Gear: **SL**
Susp: **NR**
Steer: **20**

Course Record:
1:18.37

NP Set
F-Wing: **25**
R-Wing: **30**
Gear: **MD**
Susp: **MH**
Steer: **26**

NP Record:
1:10.20



This is another deceptive corner. If you approach from the outside and cut across the apex, you can take it at full speed.

BELGIUM: **Spa Francorchamps**

Length: **6.968 km**
Laps: **44**

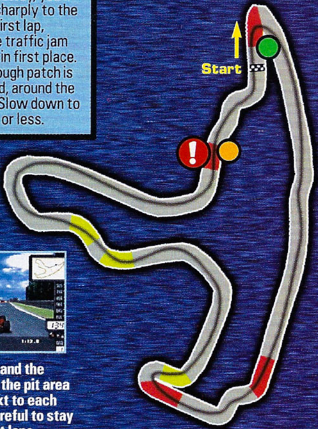
This entire race seems to take place downhill, but it may still seem to be an uphill battle. Following the front straightaway, you'll have to turn sharply to the right. On the first lap, expect a huge traffic jam unless you're in first place. The second rough patch is just at the end, around the pit entrance. Slow down to about 70 mph or less.

Track Set
F-Wing: **25**
R-Wing: **25**
Gear: **MD**
Susp: **NR**
Steer: **14**

Course Record:
1:52.69

NP Set
F-Wing: **20**
R-Wing: **20**
Gear: **SH**
Susp: **MH**
Steer: **26**

NP Record:
1:40.80



This corner and the entrance to the pit area are right next to each other. Be careful to stay out of the pit lane. Brake and turn left.

ITALY: **Monza**

Length: **5.770 km**
Laps: **53**

This is the most forgiving track in the game. You can drive a straight line through each of the S-Curves and leap positions ahead all at once. If Damage is on, you can take these curves at a higher speed than the 50 mph recommended on the signs in the game.

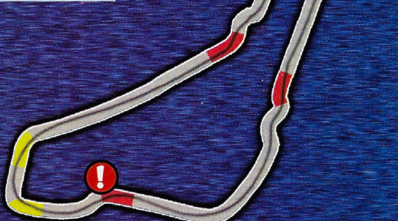
Track Set
F-Wing: **10**
R-Wing: **10**
Gear: **HI**
Susp: **NR**
Steer: **14**

Course Record:
1:24.81

NP Set
F-Wing: **10**
R-Wing: **10**
Gear: **HI**
Susp: **MH**
Steer: **24**

NP Record:
1:14.80

This is the hardest of the three S-Curves on this course. At the end of the straightaway, brake a bit early to reach 70 or 80 mph.



AUSTRIA: **A1-Ring**

Length: **4.323 km** Laps: **71**

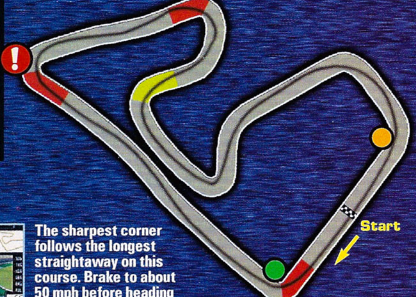
As you'd probably expect from a course in mountainous Austria, this track has lots of ups and downs. The upslope turns near the start of the race provide a real challenge. Gear down or brake to about 60 mph to navigate these corners and to avoid sliding off the track onto the hillside. The downhill turns farther along can be taken at much higher speeds and without the use of brakes.

Track Set
F-Wing: **20**
R-Wing: **20**
Gear: **SH**
Susp: **NR**
Steer: **16**

Course Record:
1:11.81

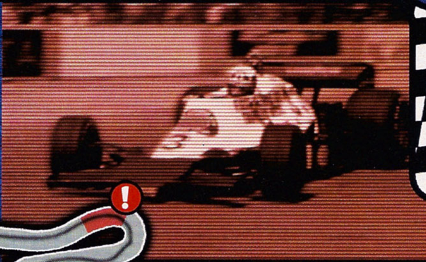
NP Set
F-Wing: **10**
R-Wing: **15**
Gear: **SH**
Susp: **NR**
Steer: **24**

NP Record:
1:02.80



Bridgestone

The sharpest corner follows the longest straightaway on this course. Brake to about 50 mph before heading into the corner.



LUXEMBOURG: **Nurburgring**

Length: **4.556 km** Laps: **67**

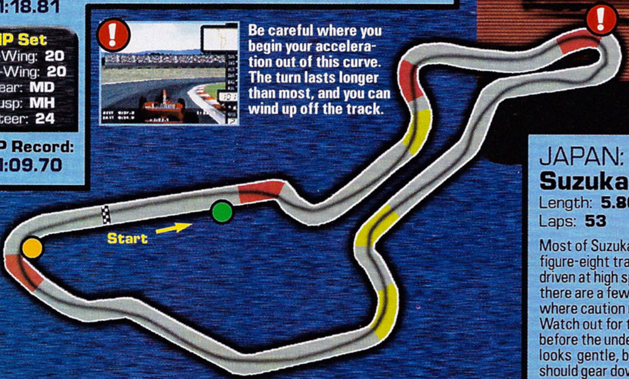
Track Set
F-Wing: **25**
R-Wing: **25**
Gear: **MD**
Susp: **NR**
Steer: **14**

Course Record:
1:18.81

NP Set
F-Wing: **20**
R-Wing: **20**
Gear: **MD**
Susp: **MH**
Steer: **24**

NP Record:
1:09.70

The turns on this track look much gentler than they are, and since the walls are set back a good distance, you can find yourself sliding way off course. Getting back on track will cost tons of time. On the otherhand, if you're playing without the Damage option, you can cut corners. The first turn is particularly tricky. Take it at 60 or 70 mph to be safe.



Be careful where you begin your acceleration out of this curve. The turn lasts longer than most, and you can wind up off the track.

JAPAN: **Suzuka**

Length: **5.860 km**
Laps: **53**

Track Set
F-Wing: **25**
R-Wing: **25**
Gear: **MD**
Susp: **NR**
Steer: **14**

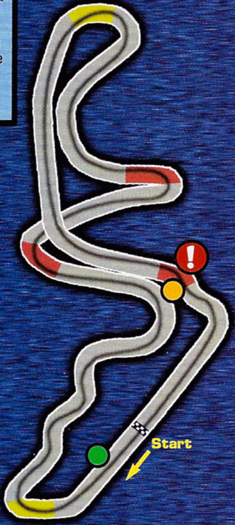
Course Record:
1:38.94

NP Set
F-Wing: **20**
R-Wing: **20**
Gear: **MD**
Susp: **MH**
Steer: **26**

NP Record:
1:27.70

Most of Suzuka's twisting, figure-eight track can be driven at high speed, but there are a few areas where caution rules. Watch out for the turn just before the underpass. It looks gentle, but you should gear down and take it at less than 100 mph. The other fun spot is around the pit entrance. Slow down to 50 mph.

More pit entrance confusion shows up on the Suzuka track. Take the second right. The first right turn leads to the pit area.



EUROPE: **Jerez**

Length: **4.428 km** Laps: **69**

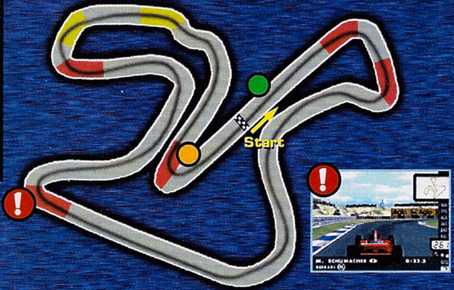
Track Set
F-Wing: **25**
R-Wing: **25**
Gear: **MD**
Susp: **NR**
Steer: **14**

Course Record:
1:23.14

NP Set
F-Wing: **20**
R-Wing: **20**
Gear: **MD**
Susp: **MH**
Steer: **26**

NP Record:
1:12.40

The forgiving track at Jerez has a few quirks, like the sharp turn following the front straightaway, but most of it can be taken at nearly full speed. Since most of the walls are set back from the track, you won't want to risk going wide. Take a slow lap or two to memorize tricky curves. The signs along the track make great landmarks.



This corner follows a straightaway, so you'll be carrying a lot of speed. Begin your braking early and go in at about 70 mph.

A GRAND TREAT

You don't have to be an F-1 fan to appreciate the quality of this racer. It has the detailed look of a simulation and the balanced play control of an arcade racing game. The programmers at Paradigm Entertainment should be given a trophy. Nintendo of America thinks so highly of F-1 that the company is helping Video Systems give the game wide North American distribution. Clearly, F-1 World Grand Prix is the classiest open-wheel racer for the N64 to date, but the competition could heat up next year when Ubi Soft releases a new F-1 title based on its award-winning PC sim.

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FLYING DRAGON™

Can two tournament games in one Pak double your fighting fun? Find out as we check out the facts and features in Flying Dragon, Natsume's newest N64 release.

A Fully-Loaded Fighter

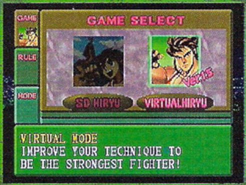
Natsume's new two-player brawler is not just fun–it's a new kind of fighting game. For starters, it has two separate Rumble-Pak-compatible games, one with more traditional adult fighters, and another starring kid combatants. The game also introduces a treasure-building system, which lets you buy, win, and upgrade a huge assortment of special treasures. With a pair of Controller Paks, you'll even be able to trade these items with your friends!

Virtual Fighting

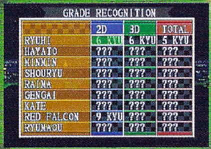
You may recognize many of the adult combatants in Virtual Mode as the SD kids they once were, but this mode has all new combos and a different strategy: to move up the ranks through skill alone.

Fight for First

Your goal in Virtual Mode is to reach the highest rank by beating seven other combatants in a series of straightforward fights, without secret items, weapons or special defenses. The objective is simple enough, but the ranking system, which we'll describe in greater detail later, is a bit trickier. Still, once you master the combos, you'll fight your way to the top in no time.

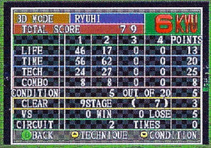


VIRTUAL MODE
IMPROVE YOUR TECHNIQUE TO
BE THE STRONGEST FIGHTER!



GRADE RECOGNITION

	2D	3D	TOTAL
RYUHI	6 KYU	6 KYU	5 KYU
HAYATO	???	???	???
MINMIN	???	???	???
SHOURYU	???	???	???
RAINA	???	???	???
GENGAI	???	???	???
KATE	???	???	???
RED FALCON	9 KYU	???	???
RYUMAOU	???	???	???



3D MODE RYUHI 6 KYU
TOTAL SCORE 79

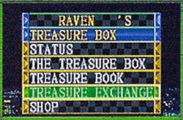
	1	2	3	4	POINTS
LIFE	46	17	0	0	13
TIME	56	62	0	0	20
TECH	24	27	0	0	25
COMBO	8	8	0	0	8
CONDITION	5 OUT OF 20				6
CLEAR	9STAGE (7)				3
VS	0 WIN		0 LOSE		5
CIRCUIT	2 TIMES				0

Ⓑ BACK ◓ TECHNIQUE ◒ CONDITION

To improve your chances of moving up in the rankings, keep resetting the game's difficulty and time limit. You'll prove your worth under any conditions.

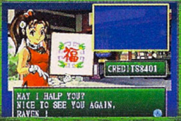
SD Kids Fighting

Even though fighting against the SD kiddies isn't quite as challenging as going up against their adult counterparts, playing in this mode is by far the richer experience.



RAVEN 'S
TREASURE BOX
STATUS
THE TREASURE BOX
TREASURE BOOK
TREASURE EXCHANGE
SHOP

Not only can treasures be won, bought, and sold, they can also be traded between buddies with a pair of Controller Paks!



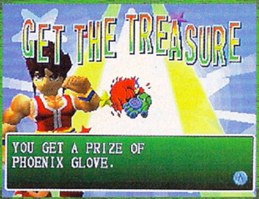
CREDITS8401

MAY I HALP YOU?
NICE TO SEE YOU AGAIN,
RAVEN !

You should visit the store between tournaments either to buy treasures or to sell off any items you no longer need.

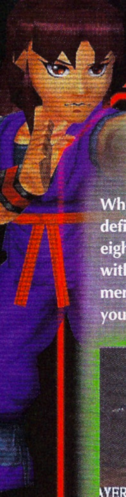
Get the Goods

You shouldn't expect to best your competitors in SD mode simply by learning your combat kiddy's combos. You also have to collect and manage treasures, an assortment of items that, among other things, improve your offensive and defensive capabilities. Since you'll be constantly improving your fighter and your collection of treasures, this mode is less about simple victory and more about creating the ultimate combatant.



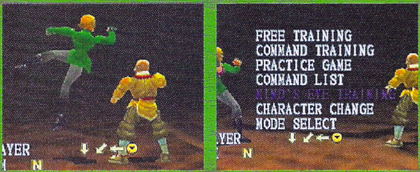
YOU GET A PRIZE OF
PHOENIX GLOVE.

AI
WATCH
RYU



2-D Game

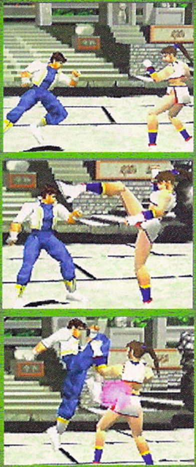
While this may be the simplest mode in Flying Dragon, it definitely doesn't lack depth or complexity. You have eight adult challengers to choose from, each equipped with a wealth of special moves. The role-playing elements are not featured in this mode, but overall, 2-D lets you customize your play in many flat and fun ways.



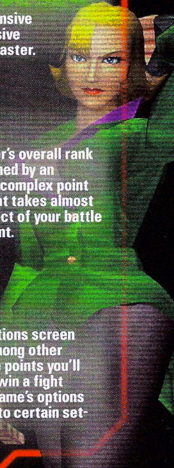
Since some of your special attacks will work only if you're standing a certain distance away from your adversary, you'll need to try out your fighter's special moves in the practice arena to reveal each one's most effective range.

3-D Game

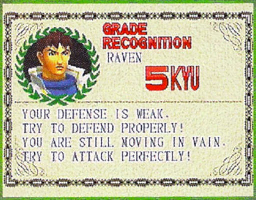
Even though the 2-D and 3-D games are similar in many ways, 3-D puts a whole new twist on the action by bringing a sidestepping button into play. Since your defensive arsenal consists of only a few blocking moves in the 2-D game, the sidestepping feature will definitely seem like a big advantage.



While the sidestepping feature won't do much for your fighter's offensive abilities, it does offer a great defensive move that all players should try to master.



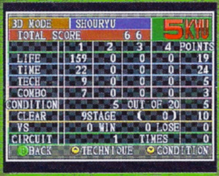
Grand Standings



GRADE RECOGNITION
RAVEN
5KYU

YOUR DEFENSE IS WEAK.
TRY TO DEFEND PROPERLY!
YOU ARE STILL MOVING IN VAIN.
TRY TO ATTACK PERFECTLY!

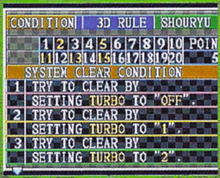
Undoubtedly, the most astonishing feature these games share is the incredibly thorough system used to determine your fighter's ranking. Every aspect of your match is picked apart and scored, from the number of times you compete in a circuit, to your artistry and efficiency during a fight. You won't just get a numerical ranking–you'll see the game point out the aspects of your play that need the most improvement!



3D MODE SHOURYU 5KYU
TOTAL SCORE 66

	1	2	3	4	POINTS
LIFE	159	0	0	0	19
TIME	22	0	0	0	24
TECH	9	0	0	0	5
COMBO	7	0	0	0	3
CONDITION	5 OUT OF 20				5
CLEAR	9STAGE	(0)			10
VS	0 WIN	0 LOSE			0
CIRCUIT	1 TIMES				0

Your fighter's overall rank is determined by an extremely complex point system that takes almost every aspect of your battle into account.

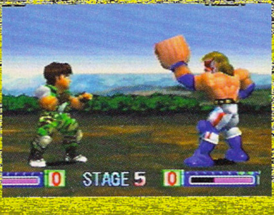


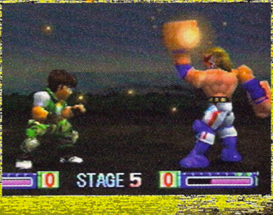
CONDITION 3D RULE SHOURYU

1 2 3 4 5 6 7 8 9 10 POIN
11 12 13 14 15 16 17 18 19 20 5

SYSTEM CLEAR CONDITION
1 TRY TO CLEAR BY
SETTING TURBO TO "OFF".
2 TRY TO CLEAR BY
SETTING TURBO TO "1".
3 TRY TO CLEAR BY
SETTING TURBO TO "2".

The Conditions screen shows, among other things, the points you'll get if you win a fight with the game's options switched to certain settings.

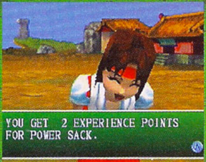




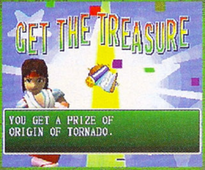
SD Fighting Features

Treasure Trove

The treasures have a huge range of uses, from improving a fighter's performance to uncovering some of the game's many secrets. Since there are hundreds of treasures, and because you can equip only one of each type before a tournament, nothing could be more important than fully understanding your treasures' special abilities.



YOU GET 2 EXPERIENCE POINTS
FOR POWER SACK.



YOU GET A PRIZE OF
ORIGIN OF TORNADO.

If you win a tournament, you'll be awarded experience, credit and some all-important treasures. Be sure to examine your inventory to learn about what you've won.

Attack

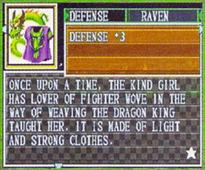
Defense

Meds

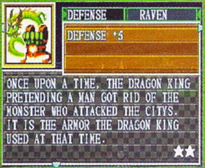
Special

There may be hundreds of treasures, but they all fall into one of four main types.

You can equip four different treasures (one of each type) before heading into battle. Each time you emerge victorious, the treasures will earn experience points toward their evolution into even more powerful items! The only exceptions are some of the treasures that can't be equipped. Even those will evolve as your fighter gains experience, though.



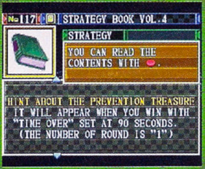
DEFENSE RAVEN
DEFENSE +3
ONCE UPON A TIME, THE KIND GIRL HAS LOVER OF FIGHTER WOVE IN THE WAY OF WEAVING THE DRAGON KING TAUGHT HER. IT IS MADE OF LIGHT AND STRONG CLOTHES.
★



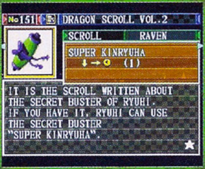
DEFENSE RAVEN
DEFENSE +5
ONCE UPON A TIME, THE DRAGON KING PRETENDING A MAN GOT RID OF THE MONSTER WHO ATTACKED THE CITYS. IT IS THE ARMOR THE DRAGON KING USED AT THAT TIME.
★★

While the top shot shows off a set of stunning Dragon Clothes, the bottom shot shows its evolution into an even snazzier suit of Dragon Armor!

Secret treasures can range from the potentially powerful to the pathetically useless. There are four types of Secrets: Scrolls, Strategies, Special Techniques and the Seven Wonders. Some treasures are practical and unleash stunning combos. Others have non-combative features, including one that lets you sample the sound effects in the game.



No117 STRATEGY BOOK VOL.4
STRATEGY
YOU CAN READ THE CONTENTS WITH ●.
HINT ABOUT THE PREVENTION TREASURE
IT WILL APPEAR WHEN YOU WIN WITH "TIME OVER" SET AT 90 SECONDS.
(THE NUMBER OF ROUND IS "1")



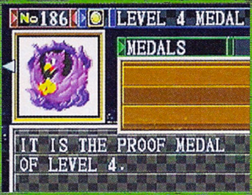
No151 DRAGON SCROLL VOL.2
SCROLL RAVEN
SUPER KINRYUHA
↓→● (1)
IT IS THE SCROLL WRITTEN ABOUT THE SECRET BUSTER OF RYUHI. IF YOU HAVE IT, RYUHI CAN USE THE SECRET BUSTER "SUPER KINRYUHA".
★

Secret treasures vary from useful to useless. Keep the treasures that give you new moves or combos or improve your fighter's skills. Discard or ignore the trivial ones that take up space in your inventory.

10
WERS
WILER

SD Medals

There are two types of Medals in the SD mode: one that relates directly to the special Platinum fighters, and another that is earned through experience. Experience medals let you move up a level, which in turn allows you to use more powerful treasures and pull off more power moves.

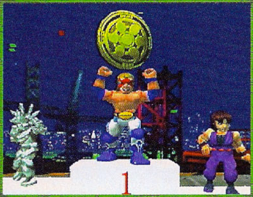


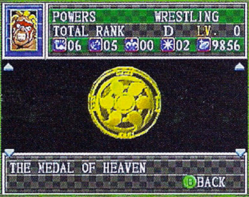
No186 LEVEL 4 MEDAL

MEDALS

IT IS THE PROOF MEDAL OF LEVEL 4.

Tournaments sometimes end with a confrontation between you and a Platinum character (a metallic and stronger version of an SD kid). If you can beat him or her, you'll win a medal that increases one of your abilities.





POWERS WRESTLING

TOTAL RANK D LV. 0

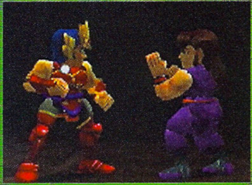
06 05 00 02 9856

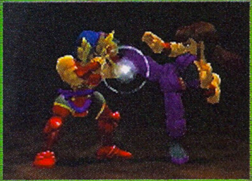
THE MEDAL OF HEAVEN

BACK

If you can best all the Platinum fighters in battle, it will not only improve your abilities, but it will also let you play as one of these characters!

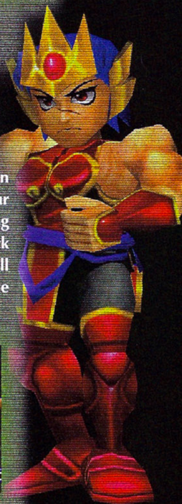
The Mind's Eye

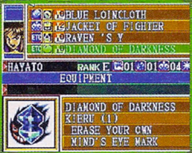




Try using the Mind's Eye feature in Training mode to practice pinpointing your attacks on your enemy's weak spots.

The Mind's Eye feature, which can be toggled on or off in both of the main modes, displays either your or your enemy's weak spot on the screen. Appearing as a glowing point of light, it will let you know the prime spot to attack (or defend) and the amount of damage a direct hit will do. It's too bad this carefully positioned and helpful clue appears for only a moment!





BLUE LOINCLOTH

JACKET OF FIGHTER

RAVEN 'S Y

DIAMOND OF DARKNESS

HAYATO RANK E 01 01 04

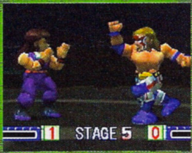
EQUIPMENT

DIAMOND OF DARKNESS

KIERU (1)

ERASE YOUR OWN

MIND'S EYE MARK



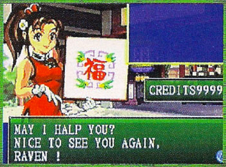
In the SD mode, you can equip certain Special treasures to activate your Mind's Eye during a tournament. You'll know it's working when the screen begins to dim a bit.

ENGAI
RYU MA
TAGE 0 9
05'00"4

ENGAI
RYU MAO
TAGE 0 9
05'00"59

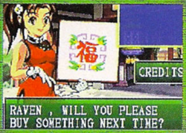
GENGAI
RYU MA
STAGE 0 9
05'00"9

Go Shopping

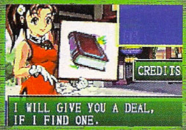

CREDITS9999

MAY I HALP YOU?
NICE TO SEE YOU AGAIN,
RAVEN !

If your fighter is victorious, you'll earn credits toward treasure purchases at the store. The number of credits you win depends on how well you fight. As you win more matches, the quality and price of the treasures increase. Try to buy treasures early in the game, especially since the grand prize in the tournament is usually a treasure that won't enhance your fighter's skills.



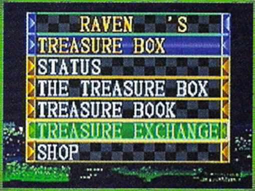
RAVEN , WILL YOU PLEASE
BUY SOMETHING NEXT TIME?



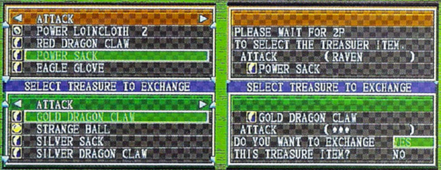
I WILL GIVE YOU A DEAL,
IF I FIND ONE.

The woman who works at the treasure store will offer sweeter deals and friendlier service to frequent customers.

Make a Trade


RAVEN 'S
TREASURE BOX
STATUS
THE TREASURE BOX
TREASURE BOOK
TREASURE EXCHANGE
SHOP

Flying Dragon's trading option is a terrific feature for two friends with a couple of Controller Paks. By accessing this mode, you'll be able to swap treasures that are no longer needed, are too high or low for your fighter's level, or were awarded to you but can be equipped only by another character.


ATTACK
POWER LOINCLOTH 2
RED DRAGON CLAW
POWER SACK
EAGLE GLOVE
SELECT TREASURE TO EXCHANGE
ATTACK
GOLD DRAGON CLAW
STRANGE BALL
SILVER SACK
SILVER DRAGON CLAW

PLEASE WAIT FOR 2P
TO SELECT THE TREASUER ITEM.
ATTACK (RAVEN)
POWER SACK
SELECT TREASURE TO EXCHANGE
GOLD DRAGON CLAW
ATTACK (***)
DO YOU WANT TO EXCHANGE YES
THIS TREASURE ITEM? NO

While trading with friends can be a lot of fun, it will necessitate some hard bargaining for your best treasures!

Take a Bow!

With its RPG elements and two-in-one package, Flying Dragon is an innovative entry in a crowded and often-cloned fighting game market. Gamers bored by the same old fatalities, humiliations, and gazillion-hit combos in other tournament fighters will find Flying Dragon a refreshing and welcome departure. If you're a gamer who fears change in your usual diet of deadly-serious, fighting fun, Dragon's cute RPG designs may not suit your tastes.

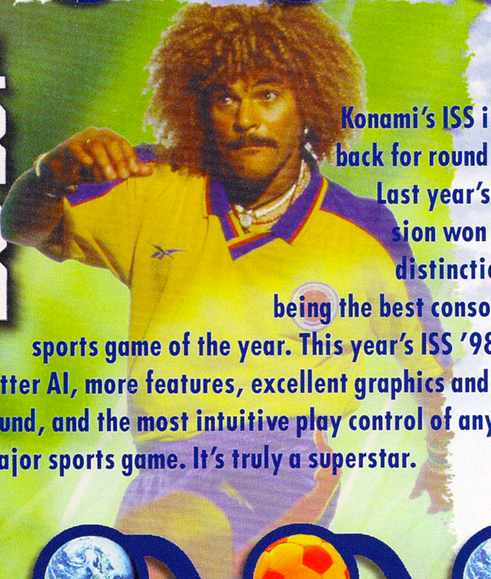
ENGAI
RYU MA
TAGE 0 9
05' 01 "39

NGAI
RYU MA
GE 0 9
05' 01 "4

ENGAI
RYU MA
K.O.
TAGE 0 9
05' 01 "5

INTERNATIONAL SUPERSTAR SOCCER '98™

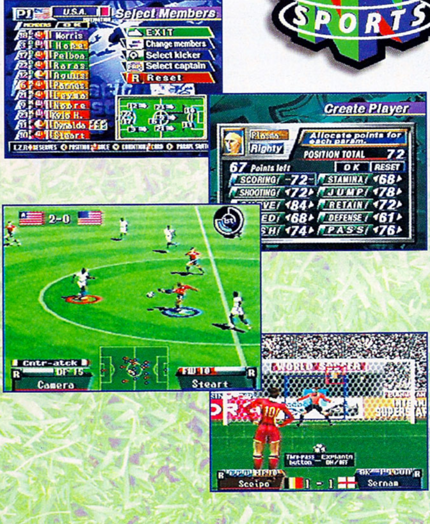
© 1998 Konami



Konami's ISS is back for round two. Last year's version won the distinction of being the best console sports game of the year. This year's ISS '98 has better AI, more features, excellent graphics and sound, and the most intuitive play control of any major sports game. It's truly a superstar.

Round Two

Since the rest of the planet is mad about soccer, North American fans get the benefit of world-class soccer video games even though the games less popular here. In the case of Konami's second offering, ISS '98, many players feel that it is the purest expression of international soccer that doesn't actually require cleats and turf. ISS '98 focuses on ease of play rather than an amazing number of moves. In addition to the natural feel, the AI is smarter than last year's game. CPU players pass intelligently, keep the ball away from opponents, and defend the goal more aggressively. When you add all that to the new motivation attribute and customization settings for players, formations and tactics, you get a game that's fun and full of strategic possibilities.

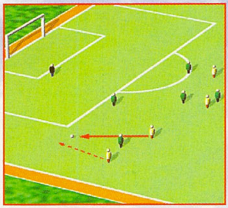

P1
U.S.A.
Select Members
OK
Morris
Hoke
Pelboa
Raros
Aguirs
Parnes
Leyms
Noore
Kylo H.
Dynalds
Steart
EXIT
Change members
Select kicker
Select captain
R Reset
Create Player
Righty
Allocate points for each param.
POSITION TOTAL 72
67 Points left
OK
RESET
SCORING -72-
STAMINA 68
SHOOTING 72
JUMP 78
VE 84
RETAIN 72
ED 68
DEFENSE 61
SH 74
PASS 76
2-0
Cntr-atck
DF 15
Camera
FW 10
Steart
WORLD SOCCER
Thru-pass button
Explantn ON/OFF
Sceipo
1 - 1
Sernam

A Fevered Pitch

Nothing matches the intensity of a hard-fought battle on the soccer pitch. In ISS '98, play control may be fantastic, but you'll still have to use your head–and not just for heading the ball. Use the strategies below to give you an edge over CPU-controlled teams.

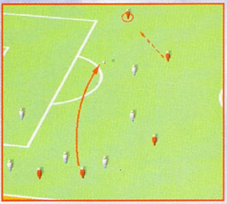
SUPERSTAR TACTICS

A Slot of Skill



The best move in ISS '98 is the slot pass using the top C Button because it keeps your offensive players moving forward. If you pass directly to a player using the A Button, he'll stop and trap the ball, giving defenders a chance to close in. Instead, use the slot or through pass to defeat the defense and get the ball to a player who's moving downfield. It's a great way to set up a shot.

Switch on the Pitch



Switching your field of play is a technique that draws defenders to one side of the field in order to open up the far side. Just keep the ball in play on one side of the pitch. Once the defenders shift toward the ball, pass out to a wingback on the far side, who can then send a crossing pass to your striker. The Move Left and Move Right tactics help set up for the switch.

Quick Scores

EUROSPORT
Reebok

When you have the opportunity to score quickly with a free kick or corner kick, take a moment to switch through the available formations using the bottom C Button. Look for a formation in which one of your players moves into a central position where he can head the ball at the goal or pass it back to the kicker or another player for the shot.

Passing Out

Keep passing the ball. Short, fast, continuous passes keep the defenders constantly shifting and out of position. Just like a real player, the CPU has to readjust to the ball with every pass, and that gives you an advantage. Short passes are easier to control and you can see if a player is open.

DEFEND YOUR HONOR

Block the Goal

Every time you try to tackle or steal the ball, you lose speed and momentum, giving the offensive player a chance to slip by. It's better to keep your defenders positioned between the ball and the goal. Wait for the offense to make a mistake in passing or take a poor shot. Stay loose and don't get too close to the ball handler.

Mark It Tight

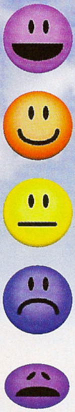
Cancel
Start button
Center break
Galaker
Brunecic

In addition to marking opponents for tight coverage before the game begins, you can cover players on throw-ins and other obvious passing situations and often get a steal. The AI has a slight weakness in deciding on a receiver. If there's an obvious choice, you can step in and intercept the pass.

Club Control

ISS '98 gives players more clubhouse control than ever before. You can do everything from choosing a motivated leader on the squad to creating a team of superhuman players from scratch. If strategy is your thing, you can edit formations and set tactics that you can call manually during the game. ISS '98 even tells you if a player is happy or sad so you can decide on the best 11 for any given match.

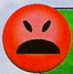
Smiles and Frowns



Before sending your team onto the pitch, look at their faces in the Member option. Look for blue and purple frowning faces as candidates to sit out the match. Since their motivation is low, they probably won't help you win. Examine the appropriate skill ratings for the reserves when deciding on a replacement. A less skilled, but more motivated player, is still an improvement.

1-0
Defensive
Maldogan
DF
Pelboa

The five colorful faces show a player's motivation. You can also check on stamina and skill ratings. Field your best team.

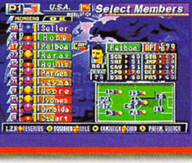


DF
Verstren
Offens
Shoarre

The angry face appears if a player is fouled hard. For a limited time, that player will have extra motivation. Give him the ball.

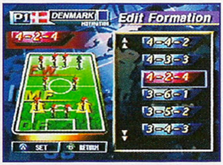
TEAM SPIRIT

You can see your team's motivation level on the flashing MV on the Select Members screen. This is an average for your team. The biggest impact you can have on the rating is to assign a motivated captain. Of the five motivation levels, orange and pink are the best, yellow is average, blue is sad and purple should just stay home.

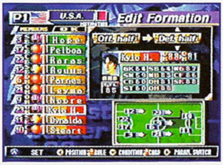

P1
U.S.A.
Select Members
OK
Seller
Hobo
Pelboa
CAP
Raras
Aguis
Parnes
Layma
Nobre
Jyones
Dynalda
Steart

Formation Flying

With the freedom to choose your formations comes the chance to enhance your team's natural strengths. The most important thing you can do is study the ranking of your players in different positions. For instance, if you go from a 4-4-2 formation to a more defensive 3-6-1, you don't want to leave a forward playing in a mid-field position if his passing skills aren't up to the task.


P1
DENMARK
Edit Formation
4-2-4
4-4-2
4-3-3
4-2-4
3-6-1
3-5-2
3-4-3
FW
MF
SET
RETURN

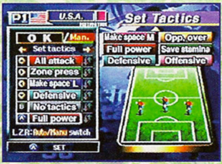
If an opposing player leaves the game, choose a formation that puts one of your palyers in that empty area. You can also use the Make Space tactic to unbalance that weaker side of the field.


P1
U.S.A.
Edit Formation
Off. half
Def. half
Hobo
Pelboa
Raras
Aguis
Parnes
Layma
Nobre
Kyle H.
Dynalda
Steart
SET

Look for your strongest player by role and skills to fill positions when you change or edit a formation or attacker status.

Tactical Strikes

One of the great features of ISS '98 is the ease with which players can switch tactics. Set up your manually selected tactics before the match, choosing tactics that take advantage of the strengths of your team. Weak teams should emphasize defense with tactics like the Counterattack. Offensive teams should use tactics like the Center Break or Zone Press to keep the ball on the attack.


P1
U.S.A.
Set Tactics
OK
Man.
Set tactics
All attack
Zone press
Make space L
Defensive
No tactics
Full power
Make space M
Opp. over
Full power
Save stamina
Defensive
Offensive
LZR: Auto/Manu switch
SET

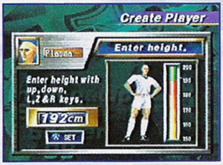
Even on a defensive team, you should have an offensive tactic like the Counterattack that gives you a chance to score.

0-0
Cntr-atck
DF
Penpov
All defend
MF
Gellspei

Use the Make Space tactics to set up plays that give you the chance to make slot passes to your center forward and striker.

Build a Winner

North American soccer has a come a long way in international competition, but it's still difficult to beat the powerhouse teams using the given American or Canadian teams. If you want to make them contenders, you can do so by creating new players with high rankings and skills. Build custom super players and save them on a Controller Pak, then register them in the option menu for your team. Create super offensive and defensive players to build a championship squad.



Create Player

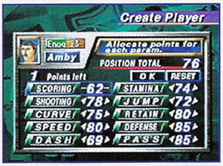
Enter height.

Plasma

Enter height with up,down, L,Z&R keys.

192cm

Create short, fast players for half backs and forwards. Tall players who can jump make better defenders.



Create Player

Enoq 23

Amby

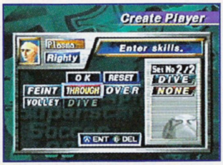
Allocate points for each param.

POSITION TOTAL 76

1 Points left

SCORING -62-
SHOOTING 78
CURVE 75
SPEED 80
DASH 69
STAMINA 74
JUMP 72
RETAIN 80
DEFENSE 85
PASS 85

Expend most of your supply of skill points in areas that suit your player's position, but spend some points on skills like Stamina, Speed, Jump and Pass that can benefit any player.



Create Player

Plasma

Righty

Enter skills.

Set No 2/2
DIVE
NONE

The final step is to give your player special moves. ISS '98 generates from one to four special move slots, which can be filled from the list of skills that appears to the left. The idea is to give your player moves that will be useful in his position.

RANKINGS

The rankings of national teams are based on the strengths of the team's players, which reflects their real-world counterparts. They are ranked here in descending order.

	ATTACK	DEFENSE	TOTAL
BRAZIL	96	96	97
GERMANY	96	95	96
ITALY	91	98	95
SPAIN	86	94	90
ENGLAND	92	90	91
NIGERIA	91	88	90
ARGENTINA	92	86	89
FRANCE	88	89	89
HOLLAND	94	83	89
PARAGUAY	82	90	86
YUGOSLAVIA	89	81	85
NORWAY	84	82	83
IRELAND	77	88	83
SCOTLAND	78	87	83
RUSSIA	79	85	82
ROMANIA	83	79	81
BULGARIA	84	74	80
PORTUGAL	76	84	80
MEXICO	81	76	79
COLOMBIA	87	68	78
DENMARK	80	76	78
CROATIA	90	63	77
U.S.A.	68	85	77
URUGUAY	85	65	75
AUSTRALIA	74	74	74
SOUTH AFRICA	70	78	74
MOROCCO	68	78	73
BOLIVIA	73	70	72
AUSTRIA	62	77	70
PERU	68	72	70
SWEDEN	72	67	70
CHILE	71	62	67
EGYPT	65	69	67
BELGIUM	70	60	65
SWITZERLAND	63	66	65
WALES	67	63	65
CAMEROON	72	55	64
GHANA	59	69	64
IRAN	70	55	63
SAUDI ARABIA	60	63	62
TUNISIA	59	64	62
GREECE	58	64	61
N. IRELAND	65	57	61
JAMAICA	64	56	60
SOUTH KOREA	62	58	60
JAPAN	57	59	58
TURKEY	56	56	56
U.A.E.	50	58	54
CANADA	48	54	51
KAZAHKSTAN	51	48	50
UZBEKISTAN	49	49	49
LIBERIA	50	46	48

Scenario Success

The 16 scenario challenges in ISS '98 give players the chance to test themselves under pressure. In each scenario, your team may be behind in the score or short a man on the field. Time is always limited. The star rating system indicates the difficulty of the scenario. Take advantage of the formation and tactic edit screens before the scenario begins.

SCENARIO: 5

Denmark vs. Croatia

✱○○○○○

This one is easy. You're still in the lead, though a man short. Shift your formation to 4-5-1 to protect that lead. When play resumes, you should be able to stop Croatia's free kick opportunity from turning into a goal. Clear the ball and use through passes to get down the field.

SCENARIO: 12

Argentina vs. Paraguay

✱○○○○○

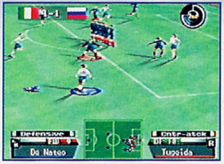
You're down a man after a penalty and facing a penalty kick by the Paraguayans. Fortunately, you're already two goals up and there's very little time left in the match. If you don't save the PK, don't sweat it. Your Argentinean team is up to the task. Control the ball and play keep away.

SCENARIO: 3

Italy vs. Russia

✱○○○○○

It's snowing in Russia and you're the Italian team stuck in a one-one tie late in the second period. On the free kick, push a short pass to the right. The player who picks up the ball should pass back into the middle where your striker will take it and put it in the net. Then just hang on.

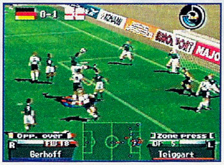


SCENARIO: 7

Germany vs. N. Ireland

✱○○○○○

Germany is down one-zero to the surprising Northern Ireland team, so you need two goals. Lob the corner kick across the middle and curve it away from the goalie to set up the scoring header. The Irish players are very aggressive, so if you stay in the penalty box, you may get a penalty shot.



SCENARIO: 11

Portugal vs. Germany

✱✱○○○○

As Portugal, you've taken the lead one-zero, but the strong German team has a throw-in. Edit your formation to fill the hole left by Casta. Play your defenders between the ball and the goal, looking for a chance to steal. If you succeed, go on the attack. Germany may be out of position.

SCENARIO: 14

England vs. Italy

✱✱○○○○

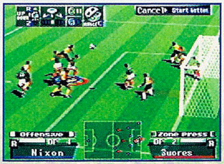
It's payback time for your English team. You begin with a goal kick, the score tied at zero-zero. Set your tactics for Zone Press and give your middle backs the Attack command. Push the ball down the right side, then send a through shot to your striker. The Zone Press is risky but worth it.

SCENARIO: 16

Jamaica vs. Mexico

✱✱○○○○

Upstart Jamaica has a corner kick against the powerhouse Mexican team. This is a good place to check out the different kick formations. Look for two of your players to take up positions in the center. Lob high and curve the ball slightly away from the goal to set up the header.

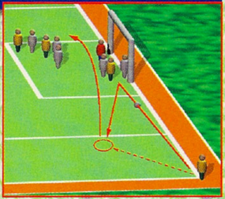


SCENARIO: 1

Australia vs. Iran

✱✱✱○○○

Iran has come back to challenge the Australians. It's your job to see that the Aussies recover and retake the lead. You'll begin with a corner kick and very little time. Pass in to your player near the goal, then pass out to the kicker. The kicker will then loft a crossing shot over the middle.

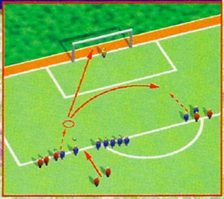


SCENARIO: 2

Spain vs. Yugoslavia

✱✱✱○○○

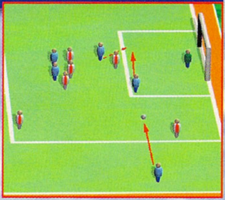
With little time remaining and the score tied at one-one, Spain must score quickly. Pass off the free kick to the left and dribble around the wall. Challenge the goalie and you'll have a good chance of scoring, if not off the first shot, then off the rebound if the goalie doesn't scoop up the ball.



SCENARIO: 9

Uruguay vs. Peru

⊛⊛⊛○○○

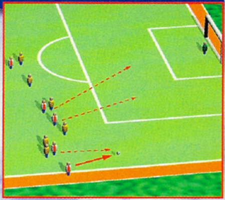


Uruguay's striker is out of the match, so choose the 4-2-4 for your new formation. Put Bojet on the outside and reposition Lecopa in the middle. Send a short slot pass toward the goal, just to the left of the blocker. Bojet should pick it up and score or pass it to Lecopa for the shot.

SCENARIO: 13

Paraguay vs. Colombia

⊛⊛⊛○○○

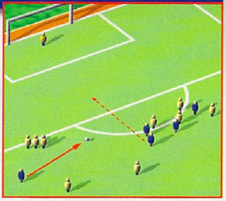


It's all tied up and each team is missing a player. Compensate for the loss of your right wing back by switching to an aggressive 3-3-4 formation and move Arcez to the right middle back position. Throw in on the run and cross for the shot or play the ball off the defender to get a CK or throw in.

SCENARIO: 15

France vs. South Africa

⊛⊛⊛○○○

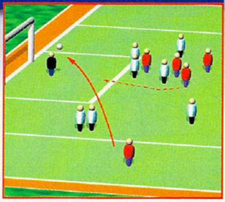


France and South Africa each has one goal with little time left. As France, you should shift to a more aggressive 3-4-3 formation and substitute #13, Bu, for Hokoeff, whose stamina is depleted. From the free kick, pass the ball to the player just to the right and challenge the goalie for a shot.

SCENARIO: 6

Chile vs. Argentina

⊛⊛⊛⊛○○



Make Chile's free kick count by bringing more players forward with the 4-2-4 formation. Kick a slot pass into the middle to your striker and wait for the goalie to over commit. A lob in for a header can also work. If you get the ball back, use through passes to push quickly up the field.

SCENARIO: 4

Belgium vs. Holland

⊛⊛⊛⊛○○

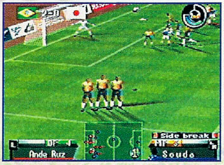
Three goals down, Belgium faces a powerful Dutch team with less than three minutes on the clock. Shift to the 4-2-4, use the Zone Press, and above all else, put the penalty kick in the net. If you miss the penalty, start the scenario over again. After that, attack without letting up.

SCENARIO: 8

Japan vs. Brazil

⊛⊛⊛⊛⊛○

This obvious mismatch is the second toughest scenario. As the Japanese team, you're down two goals with a free kick coming up. If you can hook a lob across the middle, but away from the goalie, you may score on a header. There's more time than you might think, so make short, safe passes.



SCENARIO: 4

Switzerland vs. Norway

⊛⊛⊛⊛⊛⊛

It doesn't get any harder than this. Fourner, your defensive halfback, is out and Switzerland is down by three goals. Switch to the 3-5-2 and shift your midfield around for maximum coverage across the field. Set everyone to attack and keep Norway's CK away from the goal. Good luck.

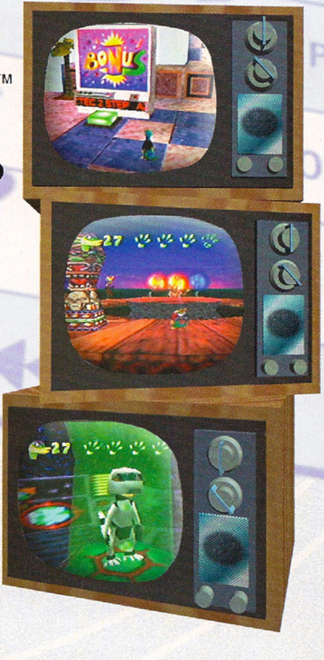
THE SHOOTOUT

ISS '98 is definitely a world class soccer game, but how does it compare to World Cup '98 from EA Sports? ISS scores on ease of play and sound and the fun scenario mode. World Cup scores on graphics and complexity, the elements that make it a true simulation. It's really too close to call, but unless you're a total soccer nut, you may find ISS '98 a more comfortable fit.

Warning all humans! The fall TV schedule has been overrun by lizards. Everywhere you look this September, you'll find Gex 64 from Crystal Dynamics and Midway. With 125 moves and the voice of comedian Dana Gould, Gex struts his green stuff and smart-mouths his way through 25 wacky worlds, parodying characters like Bond, Indiana Jones and Luke Skywalker.

GEX 64™
ENTER THE GECKO

©1998 Crystal Dynamics.



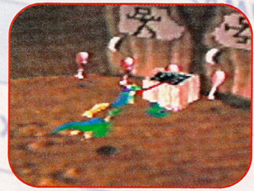
Must Lick TV

Gex the Gecko arrives on the N64 after stints on other, ahem, shall we call them networks, where he was a smash hit. Now he's tuned his tricks and licks to a platform where he can shine like the star he is. His mission is to save TV from the warped machinations of his arch enemy, Rez. Players can choose from several goals in each stage, but the main action is traditional platform antics including jumping, dodging, attacking enemies, searching for items and solving mystifying puzzles. The development team at Real Time Associates gives players three camera mode options, including a manual, Banjo-like option that lets you be the director. Our preview version was loaded with eye candy and enough action to keep Gex at the top of the charts.

Geckos Behaving Badly

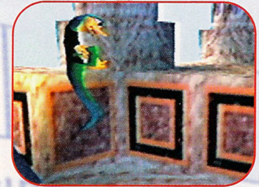
Gex studied under Jackie "Chameleon" Chan for years as a stunt gecko, and now he has the chance to thrill the world with a wild repertoire of moves. Audiences will gasp when Gex brandishes his tail like a whip or slurps a fly right out of thin air. But the real fireworks begin with his special stunts–flying karate kicks that would make Jackie cringe, and a wall crawl that would have Spider-Man eating humble pie.

SLIP OF THE TONGUE



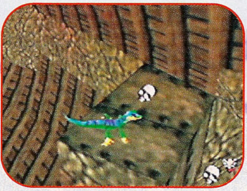
Gex uses his long, sticky tongue to catch flies, which have the magical ability to heal one hit taken by your main gecko. Gex also uses his tongue to grab ledges if he misses a jump. If he's close to the ledge, his tongue will pull him up.

POGO TAIL



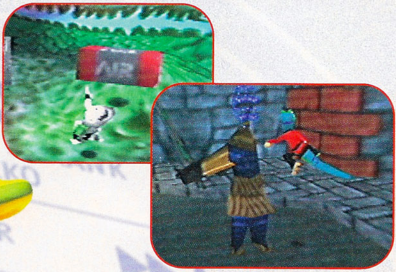
If Gex needs to add a little more height to his jump, two taps of the jump button will produce a pogo hop. Depending on your timing, the pogo hop can be either a bit higher or a lot higher than a regular jump.

WALL CRAWL



Suction cup fingers and toes help Gex crawl up walls and ceilings to reach hard-to-reach areas. As cool as this move is, it works only on certain, special surfaces in particular areas.

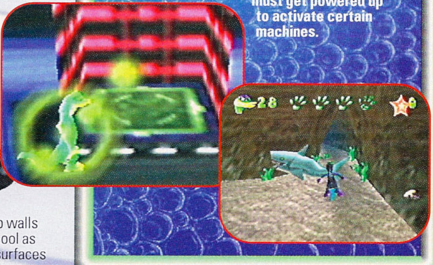
S.W.A.T.



Gex's basic attack is the flailing tail technique he picked up from watching his hero—the T-Rex in Jurassic Park. He uses this versatile move to defeat enemies and to uncover items. For instance, by swatting a TV, he can find yummy flies. The tail swat can also be used as a devastating, continuous attack.

GEXTRAS

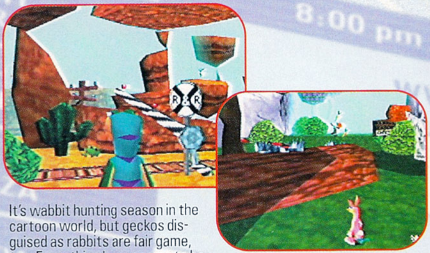
Gex performs some stunts only in special areas of the game. In the Titanic stage, he slips into a wet suit and scuba gear. Instead of walking, our amphibious hero swims by swishing his tail. Later, in the computer stage, Gex must get powered up to activate certain machines.



The Gex Files

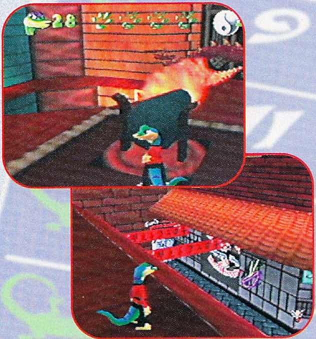
Gex's adventure takes him to more than a dozen worlds and many smaller bonus and boss stages. In each world, the goal is to find red remote controls. You'll collect a red remote every time you complete one of the world's main tasks. There are plenty of other items to pick up along the way, and every world is filled with baddies, puzzles, mazes, hidden surprises and lots of jokes.

TOON TROUBLE



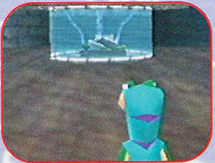
It's wabbit hunting season in the cartoon world, but geckos disguised as rabbits are fair game, too. Everything here seems to be alive and bent on stomping the lovable lizard. From a teetering desert rock to rabbit holes and giant mushrooms, Gex has trouble with a capital T, and that stands for Toon.

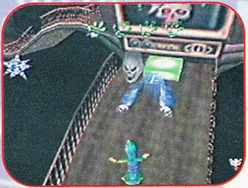
TAIL OF FURY



In this Kung Fu Theater, Gex gets into some wonton destruction against a dragon and faces the challenge of ninjas, swinging blades and much more. On the gold lamé walls, Gex can go vertical, crawling toward new hazards. Hidden rooms and intriguing puzzles await. It's your chance to make Jackie proud.

THE GRIM GECKO

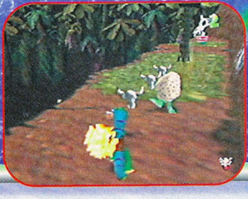




Gecko's don't scream, but the ghostly inhabitants of this castle will settle for Gex going splat. Welcome to Frankensteinfeld. Among the unnatural things you'll find here are swinging axes, zombies and a ceiling where Gex can go for a stroll. It's all on Scream TV.

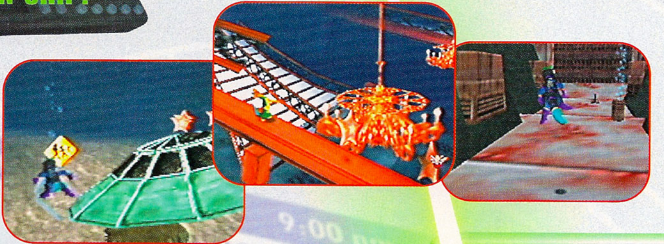
SPECIAL TV OFFER

Every level contains several items available only to you, the home player. The items are suited to their worlds—starfish in the ocean, skulls in the haunted house—and if you collect all of them, you'll get a special reward or open a bonus area. A scorecard appears each time you collect a red remote, so you'll know how many items remain.



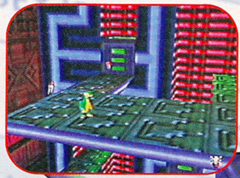
ABANDON SHIP!

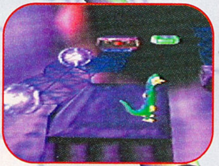
From the Love Boat to the Titanic, Gex finds danger on the floor of the sea and challenges with really big, nasty teeth and jaws. Our gecko swims in the depths and jumps toward freedom in the belly of the Titanic. If he strays, he may even discover the end of a vast undersea maze of caverns.



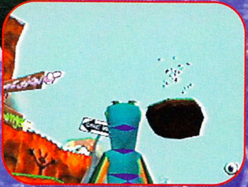
THE GECKO IN THE MACHINE

When Gex leaps into this TV, he stays in the wiring. Throughout the machine, he must keep clear of surges of zapping current while powering-up on green energy nodes. With robots on his tail, not to mention other electronic enemies, Gex must avoid hi-tech traps or face eternal syndication.





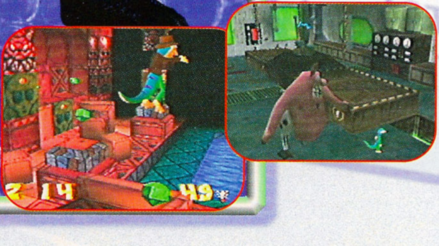
REMOTELY INTERESTED



Gex's obsession with TV reaches its height with remote controls. Once you find enough red remotes, you can move on to boss areas like Gilligex Island. When you defeat a boss, you'll win a golden remote, which opens up new areas of the game. There're silver remotes, too, and even one hidden remote in each level.

HOURS OF CHALLENGE

If you were thinking that Gex was just a prime time laugher, it's time you clicked over to the Bosses & Bonuses Channel. After collecting a number of remotes or items, Gex will gain access to special areas. Mooshoo Pork may leave you hungry for more, but the challenge of collecting the items in Aztec Two-Step is a real gem.

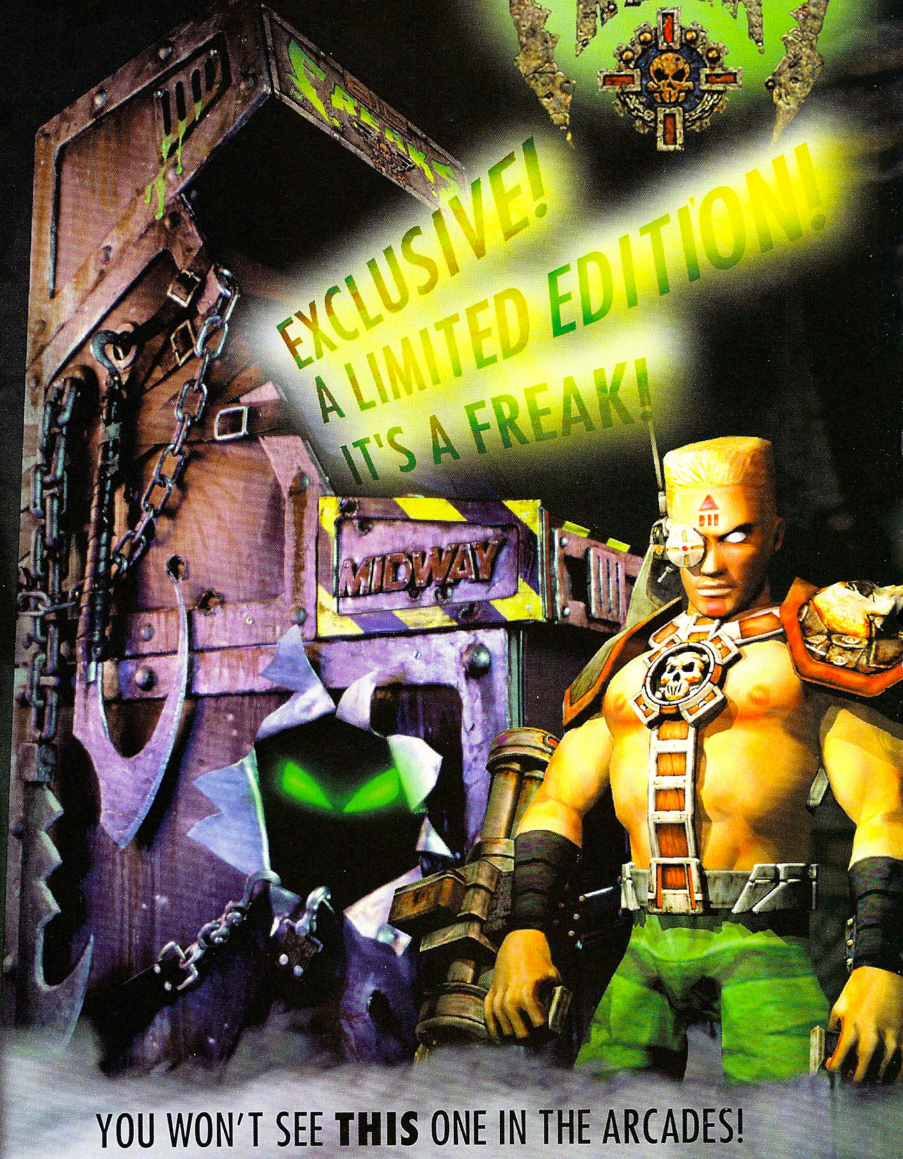


Stay Tongued

Another famous amphibian once said that it wasn't easy being green. Gex would just say, "Show me the flies." For variety and cornball humor, Gex 64: Enter the Gecko stands at the top of the ratings heap. Our preview copy was only about 80% complete, but we enjoyed the show, and we're looking forward to the full feature next month. Maybe under the skin there's a little gecko in all of us.

PLAYER'S POLL CONTEST

WIN A BIO FREAKS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Name

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MBR# ☐☐☐☐☐☐☐☐☐-☐ V
(Located above your name on the mailing label)

What systems do you own? ☐ N64 ☐ SNES ☐ Game Boy

( ) Telephone No.

Age

Check out the list on page 106, then write down the numbers for your five favorite games in order of preference, with your top choice first.

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B. Super NES 1.____ 2.____ 3.____ 4.____ 5.____
C. Game Boy 1.____ 2.____ 3.____ 4.____ 5.____
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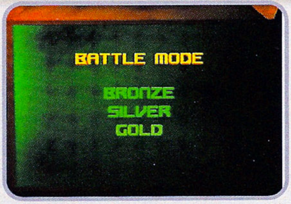
Prizes: Grand Prize Winner will win a BioFreaks test unit and a BioFreaks Game Pak for the N64. Actual arcade unit may vary from one pictured here. Estimated total value of all prizes is $5,000. Some restrictions apply. Valid only in the U.S. and Canada. Not valid in Quebec. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

COUNSELORS' corner

FORSAKEN 64

HOW DO I GET INTO BATTLE MODE?

Forsaken 64's instruction manual says that Battle Mode is for the elite, but it doesn't tell you how to get there. You'll have to prove yourself to earn the right to fight. To do this, you'll have to complete the one-player game. Depending on the difficulty level you select, you'll access the Bronze, Silver or Gold rounds in Battle Mode. When you're done, save your files on a Controller Pak. If you forget to save, you'll have to play through the entire one-player game to find Battle Mode again.



While the manual doesn't tell you, you'll need to fight your way to the finish in Forsaken 64's one-player game to open Battle Mode.

5
PULSAR
MFRL

If you want to play Battle Mode another day, save your files on a Controller Pak or you'll lose your progress when you turn off your game.

HOW DO I CRUSH THE DREADNOUGHT ON BABALAS?

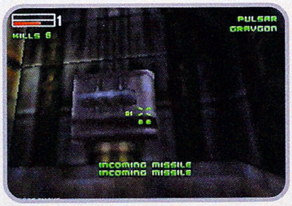
You'll encounter the Dreadnought while it's moored in a heavily defended space dock. You can't attack the warship here, but you can force it to retreat by using your beam weapons on all the guns defending the dock. As soon as the guns are destroyed, the Dreadnought will flee through the corridors of Babalas, dropping mines behind it. Dodge the mines by flying close to the walls, then return fire with your strongest weapon. If you damage the Dreadnought enough, it will retreat into a small chamber. Follow the smoking ship into the room, but aim your guns at the switch on the left side of the chamber. Hit the switch as the Dreadnought flies through the narrow corridor, and the steel walls will slide down and crush it.

2
KILLS 0
PULSAR
SOLARIS

Target and destroy the space dock guns to make the Dreadnought push off and run from you.

2
KILLS 6
PULSAR
SOLARIS

If you hug the walls, you'll find it easy to dodge most of the Dreadnought's mines.

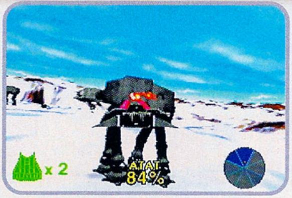


Shoot the switch, and the nearby steel walls will crush the Dreadnought as it tries to escape.

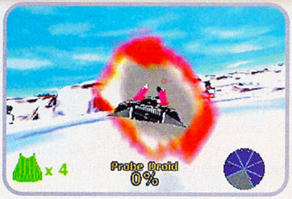
STAR WARS: SHADOWS OF THE EMPIRE

WHAT'S THE BEST WAY TO AVOID BEING SHOT DOWN ON HOTH?

Use your radar to approach and hit the ATSTs and ATATs from the side. Try passing behind the invaders as you line up for your attack run. Target the Imperial Probe Droids and the ATSTs first. The ATAT Walkers' heavy guns are too bulky to turn more than 90 degrees to return fire. If you apply your brakes as you target an enemy, you'll get extra shots in during on your run. Your thrusters won't buy you much time to shoot anything, so save them for evasive maneuvers.



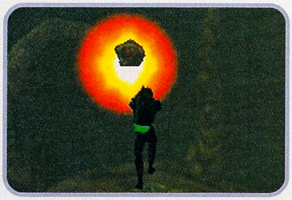
Hit the Imperial invaders from the side. The Walkers' guns can't turn enough to hit you.



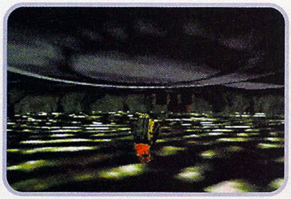
Blast the Probe Droids and ATST Scouts before you concentrate on the big Walkers.

HOW DO I DROWN THE DIANOGA IN THE IMPERIAL SEWERS?

Dianoga is a mutated squid that looks like a tangled ball of tentacles. He hides out in the murky Imperial Sewers at the end of Mission 8, waiting to drag hapless victims to their watery demise. Dianoga's thick hide has one tiny weak spot. To defeat him, you'll have to blast him in his eye, which is located at the end of one of his numerous tentacles. Since it's hard to see in the dirty depths, most aspiring Jedis will find it tough to keep a bead on the eye underwater. You'll find it easier to hit the target if you switch to your Seeker Missiles after you've spotted Dianoga's eye. Your Disrupter won't work underwater, so rely on your Blaster or Missiles throughout the fight. If you need air, blast your way through the regenerating tentacles blocking your way to the surface. If Dianoga tries to inhale you into his gaping maw, activate your jet pack and torpedo away to safety.



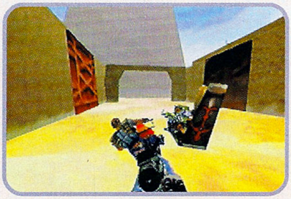
Switch to your Seeker Missiles to keep hitting the Dianoga's eye after it moves away from you.



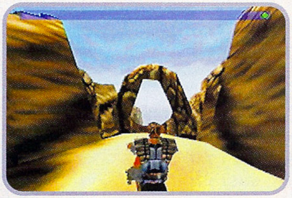
Watch your air and blast your way to the surface when you need to replenish your supply.

HOW DO I REACH THE END OF BEGGAR'S CANYON?

Your strategy will depend on which difficulty level you've selected and if you're trying to collect Challenge Points. If you're playing on the Easy difficulty level, you can hit every obstacle in Beggar's Canyon without wrecking your Swoop. If you're playing on Jedi level, you'll lose your ride if you hit one or two objects. To defeat the other Swoop riders, ride next to them and try to kick or push them off the road. If you're not going for Challenge Points, you can swerve around the two Sarlacc pits in the desert. If you are going for points, you'll have to jump the pits to get the points spinning above them. You'll have to pass through a circular rock called the Eye of the Needle just before Ben's Place. Punch the accelerator to gather enough speed to get through the obstacle. Even if you make it through the needle, you'll fall into the pit if you don't have enough speed. The last thing you'll have to worry about is getting to Ben's place before the other Swoop riders. If the riders pass you and get there first, you'll lose a life and any Challenge Points you've collected, forcing you to start your ride all over again.



Kick your rival swoop riders out of the way or do your best to push them into obstacles.

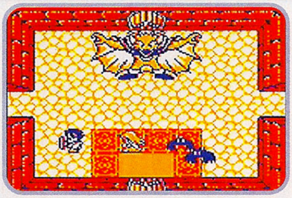


Get plenty of speed before you attempt to thread the Eye of the Needle near Ben's place.

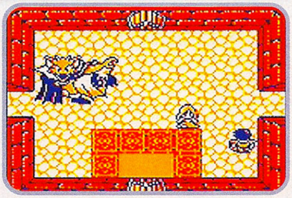
▶FINAL FANTASY ADVENTURE

HOW DO I DEFEAT THE VAMPIRE?

Lee the vampire will instantly drain your life if you brush up against him in Kett's Room. While it's fairly easy to keep out of Lee's way, it's extremely difficult to dodge the bats he summons to attack you, especially if you remain in one place. Lee always directs the bats to the place you're at when he stops moving. If you can whip Lee with your Chain Flail and keep moving in a large circle around him, you'll eventually wear him down and destroy him.



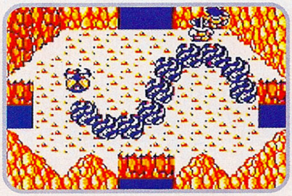
The bats fly to where you were when Lee summoned them to attack. Move to dodge them.



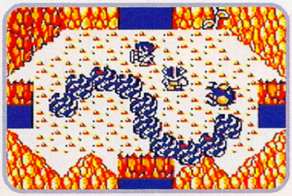
You'll be defeated if Lee touches you, so stay on the opposite side of the room as he wanders.

HOW DO I CRUSH MEGAPEDE?

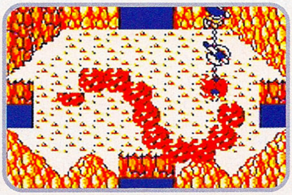
If you're patient, you can trip up the Megapede without taking a hit. Select your Chain Flail and stand at the bottom of the vine you climbed to reach the insect's lair. If you stand on the vine and face down, you can flail the Megapede without getting hit as he weaves in a figure-eight pattern. Waiting for the roving insect to scurry into range may seem a bit tedious, but the Megapede can't hurt you as long as you're on the vine. You'll find Silver after you crush this bad bug.



Standing on this vine is a safe spot. Attack from here and the Megapede can never hit you.



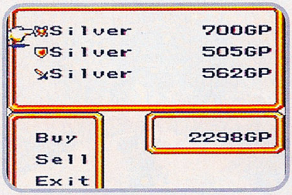
Face down at the insect and flail, but try not to fall into the room or you'll become lunch.



The Megapede's figure-eight pattern is easy to anticipate. Wait for him to scurry into range.

HOW DO I REACH THE OTHER SIDE OF GAIA PASS?

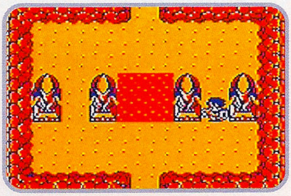
A clue in the Dwarf Cave mentions that Gaia likes Silver, but if you try to enter the cave with the item, you'll find a dead end. To get through the cave, you'll have to have your Silver forged into the Silver Armor, the Silver Shield and the Silver Sword. You'll get all of these items if you take the Silver back to Watts in the Dwarf Cave. Equip the items when you arrive at the Gaia Cave and keep walking until you reach the last cavern. If you wander around the right side of the right statue, you'll find an invisible switch. Step on the switch to open a hidden door leading through the rest of Gaia Pass.



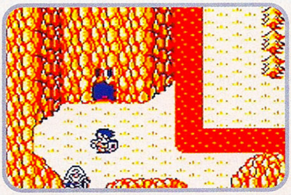
```
Silver     700GP
Silver     505GP
Silver     562GP

Buy        2298GP
Sell
Exit
```

Take the Silver to Watts, who will make you the Silver Armor, a Silver Shield and a Silver Sword.



Equip the silver items Watts made for you, then find the invisible switch next to the statue.

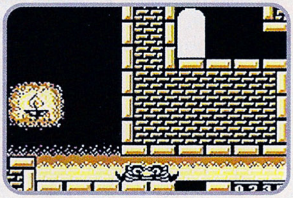


If you step on the switch, you'll open a hidden door leading to the other side of Gaia Pass.

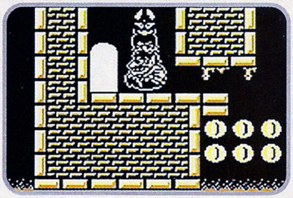
WARIO LAND 2

IS THERE A WAY TO RESTORE MY SQUASHED WARIO?

Rolling boulders and other heavy hazards will squish Wario flat, but that's not always a bad thing. There are some low-clearance areas in the game that can be explored only when Wario looks like a walking pancake. After you've collected everything in these low-lying regions, look for drops of liquid falling from the ceiling. You'll sprout up to your normal dimensions if you're hit by a drop or if a bird swoops down and pulls you back up.



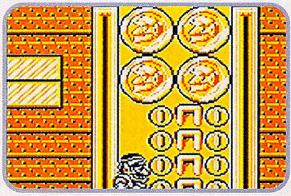
Being flat isn't a bad thing if you're trying to slide into low-clearance spots like this one.



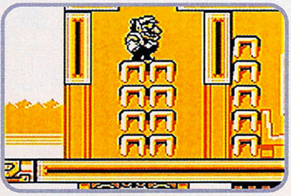
To sprout back up to normal proportions, get soaked by a drop or look for a bird to pick you up.

? HOW DO I STOP THE TRAIN? ?

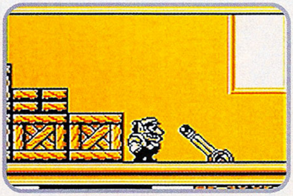
If you reach the end of the train, you'll probably wonder if the dead end is the end of the line for this train stage. You'll see a door here, but it won't take you anywhere, and you won't find a hidden secret passage. Walk back to the left until you find the door leading out of the train car. If you stand next to the door and jump up, you'll find a double ladder that leads to the top of the roof. Jump to the right over the hole in the roof and continue until you can drop down the hole. Walk to the right to find a lever. Charge into the lever to stop the train and end this story.



This might be a dead end, but it's not game over—backtrack to the door of this train car.



If you leap high enough here, you'll find a double ladder leading to the top of the train roof.



Charge into this lever on the roof to stop the train. You're right on track to the next stage.

Q&A FAST FACTS

In the USA Call:
1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call:
1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

FIFA ROAD TO THE WORLD CUP '98

Q: Can I trade players?

A: Just the players in League teams, not the World Cup teams. Go to the Club Transfers menu in League play.

Q: How do I get to play in the indoor arena I see in the game's demo mode?

A: Pick Friendly mode to play indoors.

1080° SNOWBOARDING

Q: What are the best boards?

A: Our favorites are the Tahoe 155 and the Scout Ltd. 162

Q: Can two players race in the Half Pipe or at the Air Make?

A: No way shred-head.

Q: Is there a difference in performance if I ride Goofy Foot instead of Regular?

A: No, it's just a matter of personal preference.

JAMES BOND 007

Q: How do I get past the lasers?

A: Hold the Mirror in the direction of the laser to block the shots. You can use this same trick on the cannons if you hold up the Shield.

Q: Can I make the boy help the old man in China?

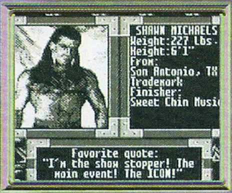
A: No. You're not licensed to boss around kids.

Q: Can I play Poker at the Casino in Marakkesh?

A: No, but you can play Baccarat, Blackjack and Red Dog.

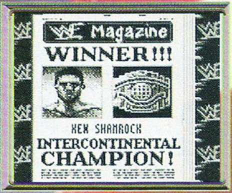
WWF WAR ZONE™

Acclaim is turning the Game Boy into an all-out War Zone, and all your favorite WWF wrestlers are invited!



SHAWN MICHAELS
Weight:227 Lbs.
Height:6'1"
From:
San Antonio, TX
Trademark
Finisher:
Sweet Chin Music

Favorite quote:
"I'm the show stopper! The main event! The ICON!"



WWF Magazine

WINNER!!!

KEN SHAMROCK

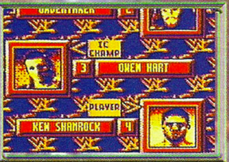
INTERCONTINENTAL CHAMPION!

With its debut on the Game Boy, Acclaim's WWF: War Zone makes all the action of the big ring portable. With 13 pros and multiple modes, this one-player Pak lets you enjoy every aspect of wrestling, whether you're at home or on the road. It's even password-backed so you can catch your breath between bouts.

THE FOUR WAYS TO WAR

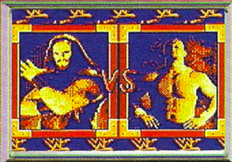
Whether you seek a brief battle or a major tournament, this game has a mode to meet your needs. And if you just want some practice, the Training mode lets you polish your drops, jolts and pins.

CHALLENGE



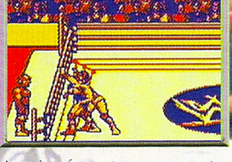
Clamber to the top of the rankings by battling 12 other wrestlers in a series of one-on-one bouts. Expect grudge matches to be held along the way.

VERSUS



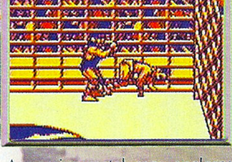
Challenge a single wrestler of either your or the computer's choosing to a series of brutal rounds in the ring. Whoever makes the most pins wins.

TAG TEAM

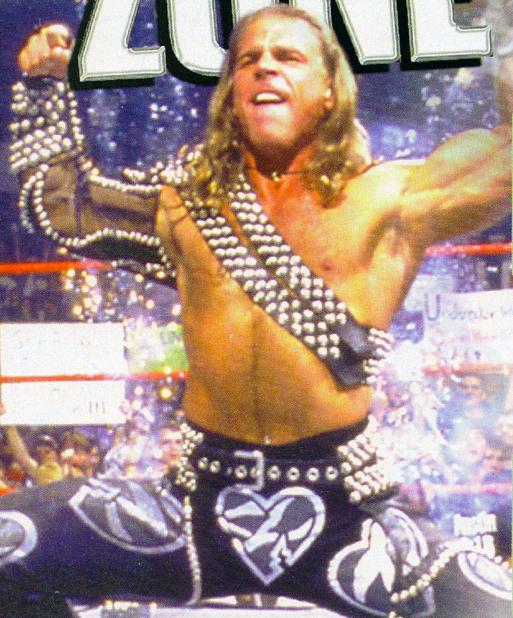


A pair of tag teams competes with two wrestlers in the ring at one time. If you end up on the ropes, tag in your teammate and take over his controls.

CAGE



A massive metal cage encloses two wrestlers in a ring. Only when one of them is near collapse will the other be able to climb out and make his escape.



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Photos courtesy of:
World Wrestling Federation
Photographers:
Rich Freeda
Jim Sulley
Tom Buchanan
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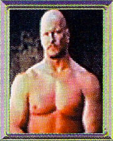
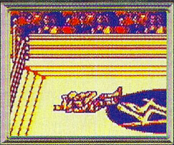
THE RING LEADERS

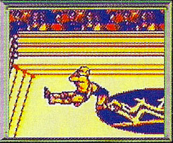
Fans love, or love to hate, WWF stars just as much for their bluff and bluster as for their wrestling abilities. In fact, knowing the rivalries and alliances in the ring is definitely a big part of being a wrestling guru. We're providing the bios and Finishing Moves of all 13 pros so that you can create truly marquis matchups and grudge bouts worthy of the WWF.



"STONE COLD" STEVE AUSTIN

Although he hails from the biggest state in the contiguous 48, Austin is definitely not the WWF's largest wrestler. Still, he's the clear favorite among die-hard fans.





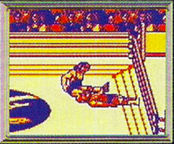
Tied-Up
STONE COLD STUNNER
↓,←,→

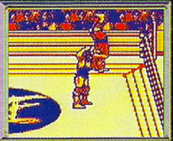
Opponent on Mat
ELBOW DROP
Attack

STRENGTH	4.5	TOUGHNESS	4
SPEED	4	RECOVERY	4

KANE

He's not only big and mean, he's also the Undertaker's "little" brother! Unfortunately, their mutual animosity has made them bitter enemies. Can you say "grudge match?"





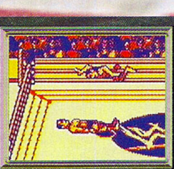
Tied-Up
TOMBSTONE PILEDRIVER
→,↑,↓

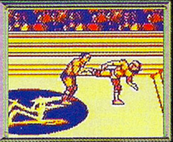
Opponent on Mat
LEG DROP
Interact

STRENGTH	5	TOUGHNESS	4.5
SPEED	3	RECOVERY	5

SHAWN MICHAELS

While Michaels is at the top of his wrestling career, his abrupt departure from the D-Generation X crew may have left a bad taste in Triple H's mouth. A showdown is due.





Tied-Up
SWEET CHIN MUSIC
←,→,↑

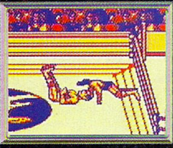
Opponent on Mat
GROUND SLAM
Running, Interact or Attack

STRENGTH	3	TOUGHNESS	4
SPEED	6	RECOVERY	4.5

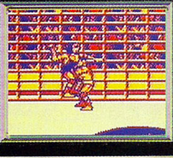
UNDERTAKER

Simply put, no other wrestler is as big or as dangerous as this Man from the Dark Side, who uses some of the dirtiest tactics in the ring. His Tombstone Piledriver is one of the most devastating moves.

STRENGTH	5	TOUGHNESS	4.5
SPEED	3	RECOVERY	5

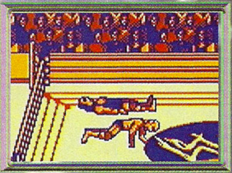


Tied-Up
TOMBSTONE PILEDRIVER
←,↓,→

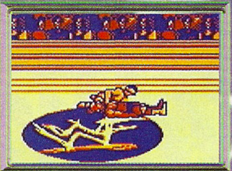


Cage Move
ELBOW JOLT
On cage, Attack

DOWN, NOT OUT



If you find yourself flat on the mat, roll away from your opponent by pressing Up or Down on the Control Pad before he can deliver a devastating drop or body slam.

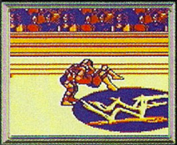


Wait until the other wrestler's Power Meter is fully depleted before trying to pull off a pin. Press the Select Button and push Down on the Control Pad when he's on his back to take him out of the game.

GOLDUST

A relative newcomer to the sport, Goldust is an unproven commodity. It will be up to you to decide whether he's big box office or just a lot of hype.

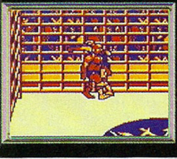
STRENGTH	4.5	TOUGHNESS	5
SPEED	3	RECOVERY	4



Tied-Up

CURTAIN CALL

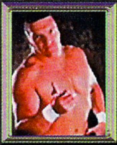
→,↓,→



Cage Move

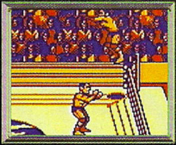
ELBOW JOLT

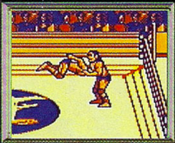
On cage, Attack



TRIPLE H

As the leader of the D-Generation X clan, Hunter Hearst Helmsley has been knocking off members of the Hart family for years now. Owen is the next target on his hit list.





Tied-Up

PEDIGREE

↑,←,↓

Turnbuckle Move

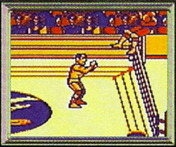
FLYING ELBOW DROP

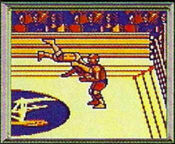
Opponent standing, Attack+←

STRENGTH	5.5	TOUGHNESS	4.5
SPEED	4	RECOVERY	3.5

AHMED JOHNSON

While only average in height and weight, Ahmed is well known as a total powerhouse. He may not come with flash and theatrics, but boy can he deliver a bruisin'!





Tied-Up

PEARL RIVER PLUNGE

↑,↓,←

Turnbuckle Move

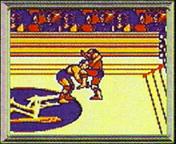
FLYING LEG DROP

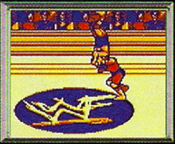
Opponent standing, Attack+→

STRENGTH	6	TOUGHNESS	5
SPEED	3	RECOVERY	3

FAAROOQ

Since he has a special fondness for pummeling his former partners in the Nation, Faarooq would surely like nothing more than a vicious face off against Rocky Maivia.





Tied-Up

DOMINATOR

↓,↑,←

Tied-Up

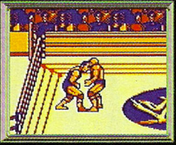
KNEE LIFT

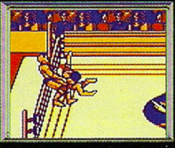
↑

STRENGTH	5.5	TOUGHNESS	5
SPEED	3	RECOVERY	4.5

OWEN HART

As the final member of the Hart family still wrestling in the Federation, Owen recently lost the European Championship Match to Triple H. Will you help him get revenge?





Tied-Up

SPINNING HEEL KICK

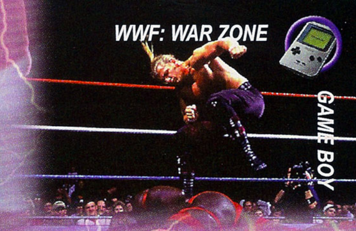
↓,→,←

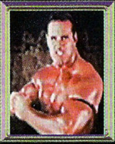
Tied-Up

HEAD BUTT

←

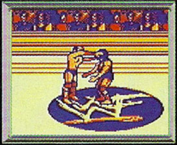
STRENGTH	3.5	TOUGHNESS	4
SPEED	5.5	RECOVERY	4

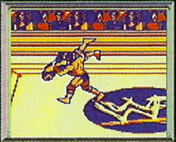




BRITISH BULLDOG

This tough wrestler from Manchester may not have size on his side, but any brawler who underestimates the Bulldog's bite is in for a long and humiliating bout.





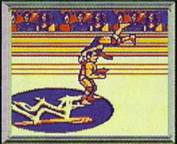
Tied-Up
RUNNING POWER SLAM
→,←,↓

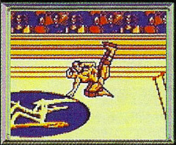
Tied-Up
EYE RAKE
→

STRENGTH	5.5	TOUGHNESS	4.5
SPEED	4	RECOVERY	3

ROCKY MAIVIA

By defeating Faarooq, Rocky Maivia landed his rival's role as the leader of the Nation of Domination. Can the Rock stay on top, or will the old king win back his crown?





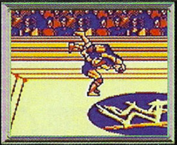
Tied-Up
ROCK BOTTOM
←,↓,↑

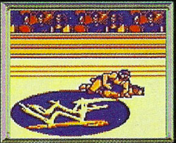
Tied-Up
SUPLEX
Attack+↑

STRENGTH	4.5	TOUGHNESS	5
SPEED	4	RECOVERY	4

MANKIND

Mick Foley, a.k.a. Mankind, a.k.a. Dude Love, a.k.a. Cactus Jack, has definitely paid his wrestling dues. His career is legendary, as is his contempt for Steve Austin.

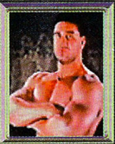




Opponent on Mat
MANDIBLE CLAW
←,→,←

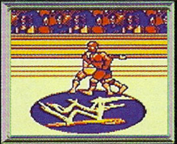
Tied-Up
POWER SLAM
Attack+→

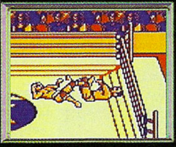
STRENGTH	4	TOUGHNESS	5.5
SPEED	3	RECOVERY	4.5



KEN SHAMROCK

At a paltry 235 pounds, Shamrock should be easy prey for his heavier opponents, yet this former Ultimate Fighting Champion has proved to be a superior tag-team partner.



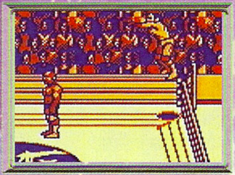


Tied-Up
ANKLE LOCK
←,↑,→

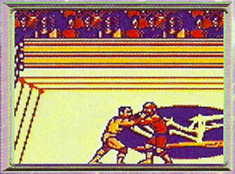
Tied-Up
IRISH WHIP
Interact+(← or→)

STRENGTH	4	TOUGHNESS	4
SPEED	5	RECOVERY	4

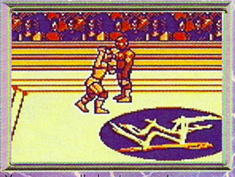
WAR IS RAW



If a wrestler is about to slam you with a turnbuckle attack, try running all the way to the other side of the ring. You won't be able to dodge his moves by simply running up and down.



While it's true that your glorious Finishing Move will work only when you get in a grapple, it won't be successful unless you were the wrestler who first initiated the lockup.



You can usually land some cheap shots on your opponent if you learn the proper timing and positioning. Go to the high side of the ring and get your adversary to move slightly above and in front of you, then quickly sucker punch him when he starts walking down to your level. Now keep moving down and punching him until you reach the low side of the ring.

ARENA

Are you game?

THE CHALLENGES

THROUGH SAND AND SEWER

Hit the sand and surf in Treasure Trove Cove and Clanker's Cavern to find every item as fast you can. Once you've gotten every note, Jiggy and Honeycomb Piece in your bear paws, send us a photo of your Totals Screen. We'll bear the best times in Arena.

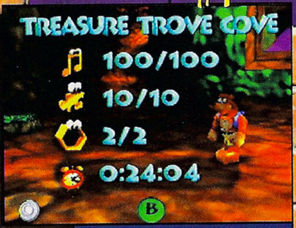
SPACEBALL FEVER

Who says a camera should be only for taking pictures? With the Game Boy Camera, you can shoot spaceships in Space Fever or try your hand at juggling in the Ball game. If you think your high score for either game is high enough, take a photo of it (using another camera, of course).

THE UNDEFEATED LEGEND

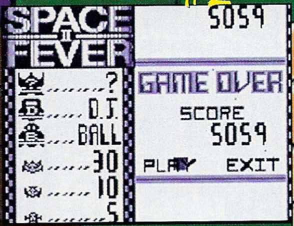
With the summer rerelease of A Link to the Past, what better time to issue a challenge for the classic Super NES game? If you're the stuff of legends, finish the game undefeated so you have a Golden Sword, a Mirrored Shield, Red Armor and a big zero next to Link.

#1



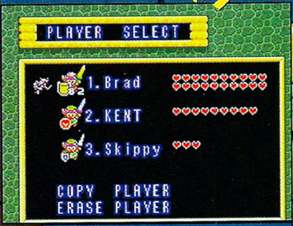
BANJO-KAZOOIE

#2

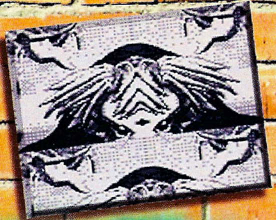


GAME BOY CAMERA

#3



THE LEGEND OF ZELDA: A LINK TO THE PAST



WHO AM I?

Through the magic of the Game Boy Camera's trick lenses, we've mutated a familiar friend. See if you can identify the usually-recognizable hero.

NP SCOREBOARD

STAR FOX 64

Most Venomian Units Destroyed (Vol. 103)

Andrew McConahay, Poway, CA	1,749
Jonathan Donovan, York, PA	1,748
Anthony Chimiak, Crofton, MD	1,747
Daniel Mullins, North York, ON	1,745
Robert Sternberg, Lompoc, CA	1,745
Mike Kavanaugh, Grand Rapids, MN	1,741
Michael Marks, Antioch, CA	1,741
Brian Barrett, Oak Park, IL	1,740
Brandon Enright, Beaumont, CA	1,739
Aaron Sawich, Winnipeg, MB	1,736
Colin Van Vessen, Vacaville, CA	1,734
Michael Hill, Springfield, OR	1,733
Hunter Roberts, Rockville, MD	1,731
Nick Piazza, San Jose, CA	1,730
Aubrey Ellefson, Vancouver, BC	1,727
David Inscoe, Charlotte, NC	1,726
Patrick Mansfield, Hinesville, GA	1,719
Kevin Palm, Brush Prairie, WA	1,716

SAN FRANCISCO RUSH

Best Lap Times for Track 2 (Vol. 106)

Robert Coulson, Phoenix, AZ	1:24.57
Jed Rivero, San Jose, CA	1:32.54
Chris Conway, Bremen, GA	1:36.87
Brad Bournival, Manchester, NH	1:41.51
Jonathan Ross, St. Louis, MO	1:43.33
Eric Eliot, Kirkland, WA	1:46.00
Paul Yang, Victorville, CA	1:46.67
Michael Yau, Pittsfield, MA	1:47.05

SAN FRANCISCO RUSH

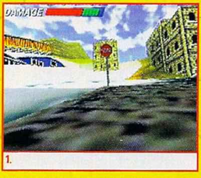
Best Lap Times for Track 3 (Vol. 106)

Jed Rivero, San Jose, CA	2:18.29
Charles Dascotte, Johnston, IL	2:35.44
Jonathan Ross, St. Louis, MO	2:36.19
Brad Bournival, Manchester, NH	2:36.31
Eric Eliot, Kirkland, WA	2:36.75
Paul Yang, Victorville, CA	2:40.04

PUTTING THINGS IN PERSPECTIVE

Quiz

Many games are giving you the chance to see the virtual world through the eyes of the game's main characters. Put yourself in their shoes, or furry feet as the case may be, to figure out which games these first-person screen shots belong to.



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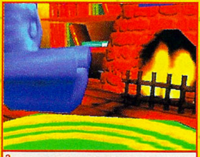

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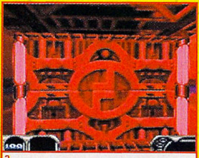
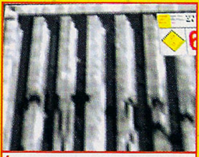


3.



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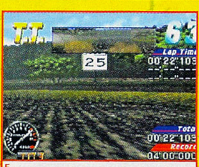
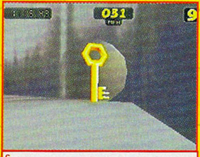


5.



6.

Quiz

MAY I BUY A VOWEL?

Wht th hck? It looks like Vanna White has taken a short break from the set of Gametek's Wheel of Fortune to swipe the vowels out of the following list of Nintendo games. Plug in an A, E, I, O, U or two into these consonants to solve the puzzle.

1. R GG
2. CL
3. LDDN
4. QK
5. DM
6. MC TH DK G
7. ZP
8. GR BTTL
9. LLSN F G
10. MG MN

In Mischief Makers, can you complete the 100-meter dash in less than 11 seconds without boosting?
—A Twisted Challenge from Charles Kacsur of Centreville, VA

In Doom 64, can you beat a Cyberdemon using only your fists and no cheats?
—A Twisted Challenge from Benjamin Kennedy of Canton, OH

SAN FRANCISCO RUSH

Best Lap Times for Track 4 (Vol. 106)

Jed Rivero, San Jose, CA	1:13.27
Charles Dascotte, Johnston City, IL	1:20.59
Brad Bournival, Manchester, NH	1:26.54
Eric Eliot, Kirkland, WA	1:27.13
Michael Yau, Pittsfield, MA	1:29.30
Paul Yang, Victorville, CA	1:32.84

DIDDY KONG RACING

Fastest Times for Star City (Vol. 105)

Kan Zhu, Tempe, AZ	1:30.65
Jason Frank, Rockford, IL	1:30.93
Adam Kilgore, Billings, MT	1:31.36
Clifton Poli, Orlando, FL	1:32.40
Mike Kapadia, Cherry Hill, NJ	1:33.28
Jonathan Hamner, Jonesboro, GA	1:33.76
Steven Bell, Scarborough, ON	1:33.83
Jonathan Daigrepont, Metairie, LA	1:34.51
Andrew Peraza, Highwood, IL	1:35.50
Jon Hanson, Fergus Falls, MN	1:35.91
Matthew Means, Martinsville, IN	1:36.41

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than Sept. 10, 1998.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWERS TO VOLUME 110

Hide & Seek?: page 16.

Answers to this month's "Who Am I?," "Putting Things in Perspective" and "May I Buy a Vowel?" will appear in next month's installment of Arena. The three quizzes are just for fun, but if you're looking to win Power Stamps, it's not too late to send us transcriptions of your original Game Boy Camera songs (see Arena Vol. 110)!

Nintendo
N64
Game Boy
Super NES

NOW PLAYING

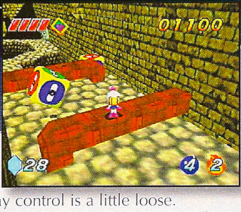
Your Power Guide To The Latest Releases
August 1998

BOMBERMAN HERO

BOMBERMAN HERO
NINTENDO 64
Only For
BOMBERMAN IN HIS LATEST ADVENTURE!

- Nintendo/96 Megabits
- 1 player
- 2 game save files
- 6 worlds

EVERYONE
E
CONTENT RATED BY ESRB

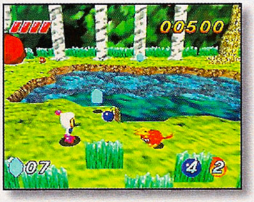


SCORES
- T-7.2
- H-7.1
- J-6.9
- P-7.0
- SP-7.2

Bomberman stars in his first true adventure.

GRAPHICS Bomberman is more animated than you've ever seen him in this platform adventure. Although the textures and special effects aren't as rich as those in Banjo-Kazooie, they are comparable to most other 3-D platform games. The camera is controlled by the CPU, allowing players only temporary control to peek around corners, which can be frustrating.

PLAY CONTROL For the first time ever, Bomberman has a full repertoire of moves. In addition to using his bombs, he can run, jump, and climb. In later levels, he transforms into vehicles that fly, ski or sail underwater. Overall play control is a little loose.



GAME DESIGN There is plenty to do in Bomberman Hero, including blowing up enemies, solving puzzles, exploring areas and learning new skills. Some of the puzzles can be pretty obscure, but most of the actions and puzzle solutions are easy.

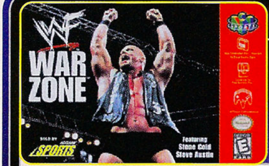
SATISFACTION This is a real step up from the one-player mode of Bomberman 64, although it would have been nice to have the four-player mode, as well.

SOUND You'll turn it down within minutes.

COMMENTS Scott–*Young players will get the most out of this game.* Terry–*The enemies and gadgets are worth checking out.* Jason–*As an action hero, Bomberman fall down, go boom.* Todd–*Where's the four-player mode?*

7.1
OVERALL RATING

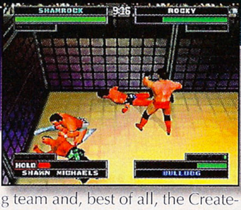
GRAPHICS=7.2 PLAY CONTROL=7.2 GAME DESIGN=7.4 SATISFACTION=6.8 SOUND=6.8



WWF: WAR ZONE

- Acclaim/128 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- Hidden characters
- Create-a-Wrestler option
- WWF license and stars

TEEN
T
AGES 13+
CONTENT RATED BY ESRB



N64

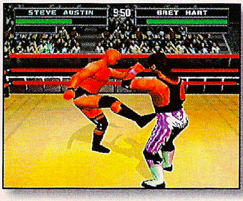
SCORES

- E-7.8
- H-7.4
- T-7.4
- TM-7.3
- SP-7.0

It's a rumble royale in Acclaim's first N64 rasslin' game.

GRAPHICS Iguana West made the models of the WWF wrestlers as realistic as possible and gave them their signature moves. The animation is smooth–maybe not quite as fast as reality, but good.

PLAY CONTROL The design team wanted to create a different kind of wrestling game–one that is more like a tournament fighting game. They succeeded in making the game more intricate, but that doesn't necessarily make it more exciting.



GAME DESIGN WWF: War Zone includes lots of great modes including regular tournaments, multiplayer tournaments, cage matches, tag team and, best of all, the Create-a-Wrestler mode. Custom wrestlers can be saved on a Controller Pak and played on another War Zone game.

SATISFACTION The options and Create-a-Wrestler mode are excellent, as are the graphics and sound. To get the most out of it you need to study your moves.

SOUND The official WWF announcers lend a touch of realism and humor to the game. There are enough comments to keep the banter fairly fresh throughout the match.

COMMENTS Henry–*Revolutionary Create-a-Wrestler mode. The best thing to happen to video wrestling.* Scott–*I'm not sold on the style of play control, but otherwise it's pretty cool.* Erich–*Beautiful graphics.*

0 2.5 5.0 7.5 10

7.4
OVERALL RATING

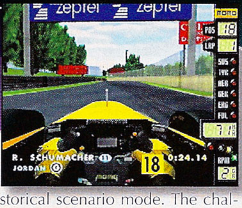
GRAPHICS=8.0 PLAY CONTROL=7.2 GAME DESIGN=7.0 SATISFACTION=7.2 SOUND=7.6

F-1 WORLD GRAND PRIX
Only For
The Ultimate Racing Experience!

F-1 WORLD GRAND PRIX

- Video Systems/96 Megabits
- 1 or 2 players simultaneous
- Controller and Rumble Pak compatible
- Replay mode
- F-1 license includes drivers and teams

EVERYONE
E
CONTENT RATED BY ESRB



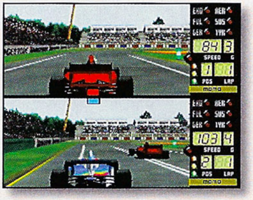
N64

SCORES

- T-7.2
- H-8.3
- J-7.8
- P-7.5
- SP-8.2

There are no bananas, no missiles–just real racing for the N64.

GRAPHICS F-1 World Grand Prix stands out as one of the best looking racing simulations ever. The cars, tracks and backgrounds show an amazing level of detail. The camera options give players a chance to find a perspective that suits their styles of driving. Even the effects, such as the spray of water during rainy laps, look televised.



PLAY CONTROL This game has a longer learning curve than an arcade game, but you can custom tweak everything from tires to wings to create the perfect fit.

GAME DESIGN In addition to the international Grand Prix races, Video Systems included an historical scenario mode. The challenge is excellent in all modes, and with the two-player option, F-1 World Grand Prix goes where Ubi Soft's F-1 Pole Position never did.

SATISFACTION For some racing fans, the realistic graphics will steal the show, but the real thrill is in the intense driving experience and the strategy that you use out on the track. This is a game that you'll keep coming back to even after winning a season.

SOUND The road and engine noise is very realistic. The pit radio is clear, but the advice is pretty basic.

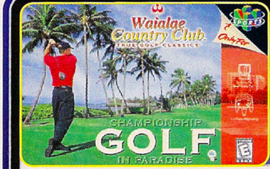
COMMENTS Todd–*I was amazed to see how accurate the courses were.* Henry–*A ton of sim and arcade options.*

0 2.5 5.0 7.5 10

7.9
OVERALL RATING

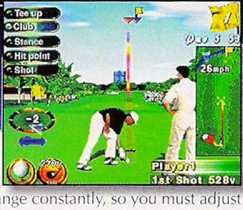
GRAPHICS=8.3 PLAY CONTROL=7.8 GAME DESIGN=7.8 SATISFACTION=7.8 SOUND=7.5

WAIALAE CC: TRUE GOLF CLASSICS



- Nintendo/128 Megabits
- 1 to 4 players alternating
- 10 game save files
- 6 play modes
- Auto handicapping

EVERYONE
E
CONTENT RATED BY ESRB



SCORES

E-7.3

H-6.8

T-7.4

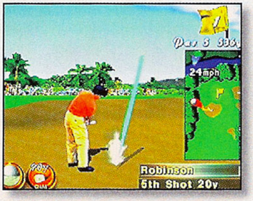
P-8.2

SP-7.6

Waialae Country Club is truly a golf classic for the N64.

GRAPHICS T&E Soft recreated the lush fairways of the Waialae Country Club on Oahu in full 3-D, paying close attention to every detail. Three camera settings give you some variety for watching your shot. The putting grid and swing meter don't give you enough detail.

PLAY CONTROL The swing meter is excellent for drivers and irons but pretty poor for putting and any short shots. When setting up players, you can customize their clubs.



GAME DESIGN You might think that having just one course would limit the replay value, but every round turns out to be a new experience. Weather conditions change constantly, so you must adjust your game to compensate for wind and rain.

SATISFACTION Golfers and non-golfers alike will love this game. There are many ways to play, and the multiplayer mode is great, particularly for match play and skins matches.

SOUND The music would seem more at home in an elevator than on a golf course. The commentators and caddies don't have any valuable advice.

COMMENTS Scott–*It's like owning a membership to one of the best courses in the country, and there's no airfare to Hawaii.* Henry–*The greens are almost impossible to read.* Paul–*The course was done extremely well. I just wish there were more of them.*

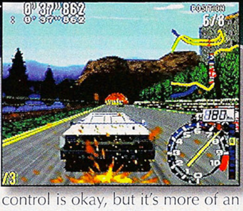
7.4
OVERALL RATING

GRAPHICS=7.7 PLAY CONTROL=7.5 GAME DESIGN=6.8 SATISFACTION=8.0 SOUND=6.8

GT 64 CHAMPIONSHIP EDITION

- Ocean/128 Megabits
- 1 to 2 players simultaneous
- Controller and Rumble Pak compatible
- 6 courses
- 14 cars and racing teams

EVERYONE
E
CONTENT RATED BY ESRB



SCORES

T-6.9

H-6.0

J-7.1

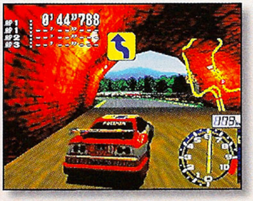
P-6.8

SP-6.7

International street racing is back for the N64.

GRAPHICS Imagineer stepped up the level of detail in this street racing sequel to last year's MRC. GT Championship Edition features multiple camera angles, a rearview camera, and replay cameras. The cars look very good, but there is pop-up in the backgrounds.

PLAY CONTROL Each of the cars has its own feel, and each seems best suited to particular tracks. Players can customize the car settings before races. The Rumble Pak gives you feedback on roadsurfaces and it lets you know if you swipe a wall. Cars can drift through corners.



GAME DESIGN The sense of speed and control is okay, but it's more of an arcade experience than a simulation. Computer drivers make few mistakes, but they take few risks.

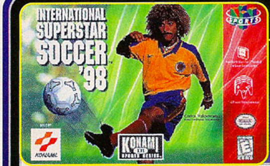
SATISFACTION The racing is fast and the cars are cool. The Rumble Pak is implemented very well. The two-player mode frame rate is noticeably slower than the frame rate in the one-player game. Six courses aren't enough.

SOUND The excellent racing sounds and high energy music will tempt you to crank the volume.

COMMENTS Scott–*I had fun with GT once I started learning the courses.* Jason–*GT must stand for Gimme Tracks.* Todd–*This game didn't offer anything new.* Paul–*Sim fans will like the realistic oversteer, but arcade fans will never stay on the track.*

6.7
OVERALL RATING

GRAPHICS=6.6 PLAY CONTROL=7.2 GAME DESIGN=6.4 SATISFACTION=6.4 SOUND=7.0



INTERNATIONAL SUPERSTAR SOCCER '98

- Konami/96 Megabits
- 1 to 4 players simultaneous
- Controller Pak compatible
- 6 game modes

Hermosio
Tepke

The best of the best gets even better with ISS '98.

Up front
Cntr-atck
Turukmaz
Zamual

GRAPHICS Konami's ISS '98 started off with the excellent graphics and animation of last year's ISS 64 and added some nice touches, such as directional responses of characters and better AI. Camera angles are adjustable for height, direction and zoom factor.

PLAY CONTROL Response in ISS '98 is exceptional. Characters move naturally, and the various moves are either automatic or easily selected. You won't have to memorize two dozen Controller Button sequences.

GAME DESIGN Game modes include an Open match, International Cup, World League, Penalty Kick match, and a fun Scenario mode. Players also have complete control of player and team setup, including player motivation, strategies, formations, and substitutions.

SATISFACTION Soccer fans and sports gamers should check this one out. The play is intuitive and realistic.

SOUND The announcer doesn't repeat comments often enough to be annoying, and most comments occur at the right moment. Impressive.

COMMENTS Paul–*Tougher AI. Better synchronized sound. Silky play control. I like it.* Henry–*The improved AI is very good and the game is a real challenge. Lack of a FIFA license takes away from the sim feel.* Scott–*The scenario matches add a fun dimension.*

SCORES

T-7.9

H-9.0

TM-8.5

P-9.0

SP-8.3

8.5

OVERALL RATING

GRAPHICS=8.4 PLAY CONTROL=8.8 GAME DESIGN=8.4 SATISFACTION=8.6 SOUND=8.2

FLYING DRAGON
NATSUME

FLYING DRAGON

- Natsume/96 Megabits
- 1 to 2 players simultaneous
- Controller Pak compatible
- 2 play modes
- 2 graphic modes

41
ROBONOHANA
POWERS

Natsume kicks out a fighter for role players.

GRAPHICS Flying Dragon is in the unique position of having two sets of fighting characters and 2-D and 3-D modes all in one game. Backgrounds aren't interactive, and the 3-D graphics don't give you any extra abilities other than rotation. Some of the special move animations are pretty cool.

PLAY CONTROL Although you'll use fewer buttons than in most fighters, controller combinations feel fairly standard. Response is slightly slow, particularly in the SD mode.

GAME DESIGN The treasure and experience modes are two of the most unusual elements to be found in any fighting game. Flying Dragon gives players almost complete freedom to set up fighting conditions.

SATISFACTION Although there are many ways to play this game and lots of characters to master, it seems that the AI is a bit dim. You can win most matches with just a few moves.

SOUND Lots of Japanese exclamations have been left in the ROM, which can be amusing or annoying, depending on how you look at it.

56
GENGAI
MIN MIN
STAGE 0-1
00'04"81

COMMENTS Terry–*Nobody ever did this in a fighting game before, but you gotta wonder if anyone will be brave enough to try it again.* Henry–*It's a basic fighting game that will disappoint most fighting game fans.*

SCORES

E-5.8

H-6.6

T-5.1

SP-6.4

TM-7.1

6.2

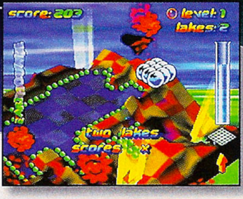
OVERALL RATING

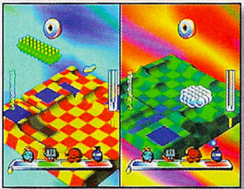
GRAPHICS=7.0 PLAY CONTROL=6.6 GAME DESIGN=6.2 SATISFACTION=5.6 SOUND=5.0

wetrix
NINTENDO 64
ocean

WETRIX

- Ocean/64 Megabits
- 1 to 2 players simultaneous
- Controller Pak compatible





SCORES
H-7.4
T-7.7
P-6.4
SP-7.6
T-8.0

It's a flood of fun for the N64.

GRAPHICS It took a few extra months, but Wetrix, the puzzle game from Ocean, is finally polished and ready for release. Although a puzzle game, the graphics in Wetrix make full use of the N64, with transparency effects and other specials such as fire and explosions. The angle of the land sometimes makes it difficult to tell the position of pieces, which can lead to poor drops.

PLAY CONTROL Players can use either the Control Stick or the Control Pad to move pieces. The Pad seems more precise. Still, there is some looseness to the controls that can result in misplaced drops.

GAME DESIGN Wetrix contains both one- and two-player modes, a training mode, high-scores, and a challenge mode that's totally insane. The unique play, which is like a cross between Tetris and Populous, is very compelling.

SATISFACTION This is perhaps the most interesting puzzle game yet for the N64. Less abstract than Tetrisphere, Wetrix is equally hard to turn off.

SOUND The techno music is hypnotic. The sound effects of water, fire, bombs and other things are well done.

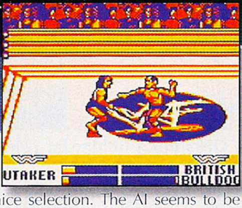
COMMENTS Scott–*The developers at Zed Two made good use of the last few months in development. Wetrix is fun and captivating.* Henry–*An original concept that works well, but stop with all the bombs!*

GRAPHICS=7.4 PLAY CONTROL=6.6 GAME DESIGN=8.0 SATISFACTION=7.4 SOUND=7.6

GAME BOY
WWF
WAR ZONE
SPORTS

WWF: WAR ZONE

- Acclaim/2 Megabits
- 1 to 2 players simultaneous
- Passwords
- 4 modes of play
- 13 wrestlers

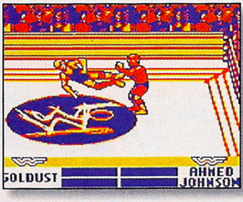


SCORES
T-4.3
P-5.2
SP-5.0
S-5.0
TM-6.7

That's gotta hurt. What ails Acclaim's mini wrestler?

GRAPHICS The graphics are the strongest point of WWF: War Zone by far with crisp, clear, decent animation for the small screen, WWF looks good on the surface. Even the characters look right, in spite of the small graphics.

PLAY CONTROL Play control is probably the biggest problem with this game. Executing moves using the attack and control buttons isn't very difficult, but getting the move selected before the computer does it is really tough. The computer characters also seem to move around the ring faster than your character does.



GAME DESIGN The modes include tournament, two-player, and even a cage match–a nice selection. The AI seems to be unbeatable–poor planning on the part of the developers. Your moves seem to count for less than similar moves executed by the computer character.

SATISFACTION Unless you have reflexes of lighting, forget it. You're not going to win a match or have much fun. On the other hand, if you know another WWF owner, you can stage two-player matches and actually have some fun.

SOUND The music and effects are no more annoying than the sound in most Game Boy titles. Nothing special.

COMMENTS Scott–*Is it real or is it fake? Let's just say that it's not very real.* Todd–*The moves are easy to perform, but most of them don't seem to do much damage.*

GRAPHICS=6.2 PLAY CONTROL=5.0 GAME DESIGN=5.2 SATISFACTION=4.6 SOUND=5.4

GAME BOY

HARVEST MOON

- Natsume/4 Megabits
- 1 player
- 1 game save file
- Game Link trading option
- Super Game Boy enhancements

EVERYONE E CONTENT RATED BY ESRB

Game Boy

SCORES

A-6.8

T-6.1

SP-7.7

S-7.4

TM-8.0

Reap the rewards down on the farm.

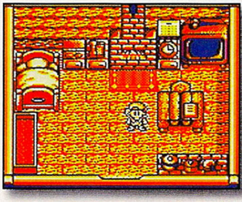
GRAPHICS Most of the graphic elements work well, even on the small Game Boy screen, but it can be difficult determining the condition of some of your crops. The look is very close to the original Super NES game, minus the color, of course. Animation is simple.

PLAY CONTROL Most commands can be selected with the A Button and Select, and the most difficult task is lining up your character to use a tool on a particular area.

GAME DESIGN There's an awful lot to do in Harvest Moon: clearing land, planting, watering, harvesting, visiting the harvest elves, expanding your house and farm, caring for farm animals. Much of the day-to-day action is repetitive, so you'll really need to have a strategy in order to accomplish all the work that must be done. The new trading feature will be cool if you have a friend who also has a copy of the game.

SATISFACTION If you like RPGs and strategy games, you may be surprised by Harvest Moon's depths. It's not for everyone, but we're already looking forward to the N64 version next year.

SOUND Some of the sounds are very useful, giving you extra feedback about your activities. You can turn down the music without losing the useful background sounds.



COMMENTS

Terry–*Unlike the first Harvest Moon, this game lets you play beyond the ending, so you can farm out.*

7.2

OVERALL RATING

GRAPHICS=7.4 PLAY CONTROL=6.8 GAME DESIGN=7.6 SATISFACTION=7.4 SOUND=6.0

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

- **ARMOND**-Fighting, RPGs, Adventures
- **DAN**-Action, Adventures, Sports
- **ERICH**-Sports, RPGs, Adventures
- **HENRY**-Fighting, Action, Sports
- **JASON**-Adventures, Action, Puzzles
- **PAUL**-Fighting, Sports, Simulations
- **SCOTT(SP)**-Sports, Simulations, Adventures
- **SONJA**-Puzzles, RPGs, Fighting
- **TERRY(TM)**-RPGs, Simulations, Puzzles
- **TODD**-Sports, Action, Adventures

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

- GAME DESIGN: 25%
- GRAPHICS: 20%
- SATISFACTION: 25%
- PLAY CONTROL: 20%
- SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

NO RATING NR PRODUCT PRODUCED PRE-1994 **Games that were released prior to the commencement of the ratings system are designated NR.**

EVERYONE E CONTENT RATED BY ESRB	All Ages
EARLY CHILDHOOD eC CONTENT RATED BY ESRB	Early Childhood
TEEN T AGES 13+ CONTENT RATED BY ESRB	Teen (13+)
MATURE M AGES 17+ CONTENT RATED BY ESRB	Mature (17+)
ADULTS ONLY AO CONTENT RATED BY ESRB	Adult (18+)

SILICON VALLEY
HEROES FOR HIRE
200 CREDZ
It's a silly place.

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

WIN BACK

Big Soldiers.

FIGHTING FORCE

Takin' it to the streets.

RUSH 2

135
018
7/8
40%
COMPLETE

Speed thrills.

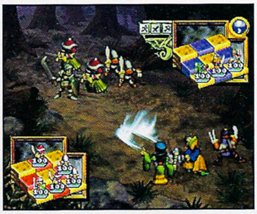
ASCIIWHEEL 64

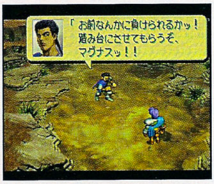
A virtual joy ride.

RUMOR OF BATTLE-OGRE BATTLE 3 –IS NOT A RUMOR ANYMORE

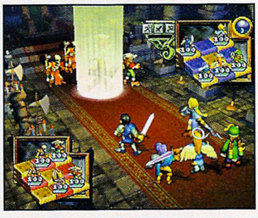
Epic and strategy gamers suddenly have a lot to look forward to on the N64. The Japanese developer, Quest, has confirmed that Ogre Battle 3 (the tentative title) for the N64 is nearing completion. In fact, Quest says that the strategy game will be released this fall in Japan. It will very likely be good news for North American gamers, as well, because this is where the hot N64 market is these days. Quest sent Power a binder full of materials, art, and screen shots from the game, some of which we're showing here. What makes Ogre Battle so unusual is that players control multiple parties, each composed of individual fighters, magicians, and monsters and they can move their parties all over a huge overworld map where an epic war is underway. The sequel to Ogre Battle, Ogre Tactics, was never released here, although it was a hit in Japan. In Tactics Ogre, more intricate battles could be played out because Quest created 3-D maps where individual characters could be moved around during the actual fight. Battle tactics became more interactive and than ever before.

Now, in Ogre Battle 3 for the N64, Quest combines many of the great features of both prequels-the open RPG-feel of Ogre Battle and some of the tactical, real-time feel of Tactics Ogre. In addition to incredible depth of play, epic gamers will be treated to beautiful graphics and animation such as the scenes shown here. We don't know if Ogre Battle 3 will be released in North America, but we hope someone will follow our suggestion and pick it up. If there are any takers, we'll let you know.





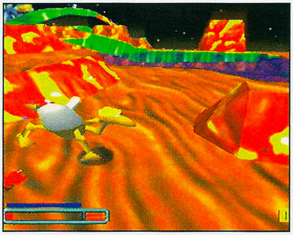
「お前なんかに負けられるかッ！
踏み台にさせてもらうぞ、
マグナスッ！！

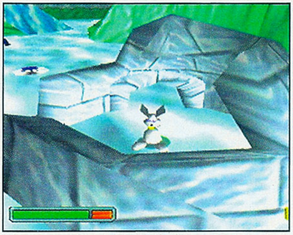


SPACE STATION

TO BE LAUNCHED THIS OCTOBER

Space Station: Silicon Valley has been in the planning and development stage almost as long as the international space station that will be assembled in earth's orbit later this year. But that may be about all that the two projects have in common. Silicon Valley, being published by Take 2 Interactive and developed by DMA, won't cost billions of dollars–and everyone will be able to visit it. That's a good thing since the game itself is shaping up to be a unique entry in the N64 3-D action library. The most recent version received at Pak Watch has nicely tweaked graphics and puzzles in stages ranging from ice worlds to jungles. According to Take 2, the game is about 80% to 90% complete and it will be ready for release by the middle of October.



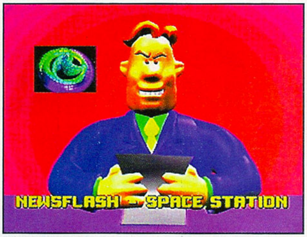


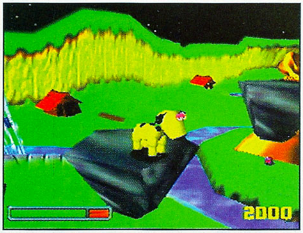
The animals are the key to understanding Silicon Valley. For instance, in the first area you are a dog, and your task is to herd a flock of sheep into a pen. Herding sheep is an easy task, but as the game progresses through other areas of the giant space station, players will have to strain their brains to figure out how to solve the puzzles. Although there is often a sort of logic to the use of the critters and to the puzzle activities, much of it can be pretty obscure at first. With 30 stages to explore, there's a huge potential for mental meltdown, which is why our strategic Nintendo Power coverage in October should be a huge help to SS:SV voyagers.

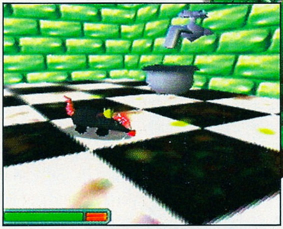
Each of the many silicon animals requires different control and features it's own moves, weapons and abilities. Variety of game play won't be a problem here. Beyond that, the creatures can be a lot of fun–dogs that fly, foxes with missiles, polar bears like big tanks.

The story is pretty wacky, too. Originally launched in 2001, the space station promptly vanished seven minutes later. Now, in the year 3000, it's back. No one knows why, but the huge vessel is headed on a collision course with earth, so people figure that they should try to find some answers pretty quickly. Naturally, they turn to Dan Danger and EVO, his robotic friend. They're the bravest and most affordable heroes on the planet. Through most of the game you control EVO's CPU, which can plug into the many critters that you encounter, thereby giving you control of the critter.

It's been a long time in coming, but as we saw with Mission: Impossible, sometimes games just need to get through some stormy development seas. From what we've seen of the alpha versions of Silicon Valley, should to be smoother sailing from here on out.





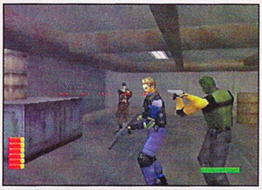


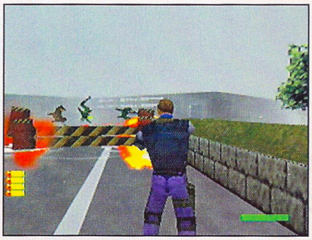
T-MINUS 10 9 8 7 6 5 4 3 2 1

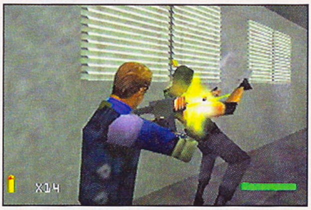
Pak Play

Hands-on previews of upcoming games.

WIN ONE FOR GENGHIS

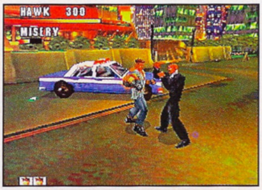


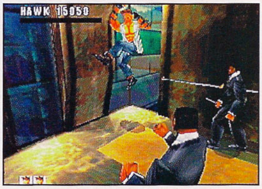


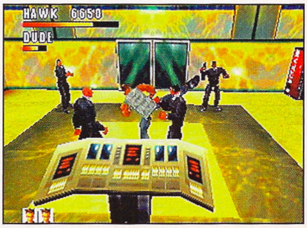


Koei's initial foray into the world of N64 gaming isn't what you might think. When we got our hands on a very early version of Win Back, we half expected to see Nobunaga pop out from behind a barrel, but it wasn't to be. Instead, what we found is the beginning of a stylish shooter, featuring a third-person perspective, laser aiming sights, special items, a variety of weapons, realistic 3-D environments and some cool evasive moves that you won't find in GoldenEye 007 or Mission: Impossible. Win Back certainly gives a nod to GoldenEye in much of its design. As you begin your mission, you must penetrate an enemy installation that's swarming with gun-toting baddies. Using your laser sights and whatever cover you can find to good advantage is all that keeps you from joining the Dead Spies' Society. Our version of the game had Japanese text, but the story is a fairly standard affair involving a nut with nuclear ambitions. Your job is to stop the nut. In addition to all the minor baddies, you'll face several boss characters within each of the four main stages. Cinema scenes also appear from time to time, further explaining the plot and tying the stages together as you progress. Koei hopes to have Win Back ready for release by November or December. We expect they'll make it, and we'll be looking forward to a challenging action thriller.

FIGHTING FOR STUFF



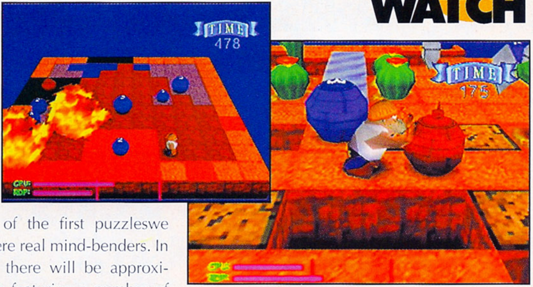


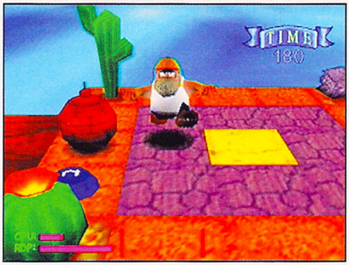


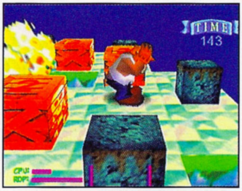
There may be many reasons for a person to enter a fight. Perhaps an injustice has been done, or an innocent has been wronged. Or, in the case of Fighting Force from Eidos for the N64, maybe you just fight because it's fun to kick some video tail. The four characters in FF aren't the stiff and predictable heroes of previous scrolling fight games, but they clearly have their roots in titles such as Double Dragon and Final Fight. The 3-D environments add a lot to the action, but the programmers at Core have made use of the 3-D stages by giving characters 3-D moves such as spinning kicks, rolling attacks, and a cool elbow punch that takes out thugs behind your fighter. In addition to the surprising number of fighting moves, the game lets you pick up just about any object and make use of it. Beat up a cola machine to make several cans roll out. Pick up a can and drink the contents for a refreshing lift. Or how about that van in the parking lot? If you kick it enough times, the van's tires will fall off. Then you can hurl the tire at an enemy. You can even pick up a pistol and pop off a few rounds. The two-player mode is set up for cooperative play–the two of you against the game. As popular as this genre of game once was, it's interesting to note that this is the first street brawler for the N64. With Fighting Force, it looks like the comeback is in good hands. You should be able to see for yourself early this fall when Fighting Force is released.

CHARLIE'S A BLAST

Kemco's first N64 puzzle game has made remarkable progress in just two months. When first we saw an early demo of Charlie Blast's Challenge, we saw only an animation of the main character. Now we have working puzzles and a full 3-D interface. Apparently the development team at Real-time Associates has been staying up late. The puzzles require spatial and logical thinking as players try to position bombs and a detonator in ways so that the bombs blow up. It's not easy aligning everything because the bombs are scattered all around each puzzle's land area, which itself is divided by obstacles, traps, and moving platforms. Charlie Blast makes use of the N64's graphic capabilities in several ways. The most important feature is the ability to shift the camera's viewpoint. In order to see clearly how a bomb is positioned, or what route might be best to take when pushing a bomb into position, the player can zoom in, zoom out, or rotate the camera to get just the right take on the scene. The difficulty of the puzzles and ballance has yet to be seen, but of the first puzzleswe played, several were real mind-benders. In the final version, there will be approximately 60 puzzles featuring a number of flashy background themes. There's also a cool two-player mode in whicheach player uses bombs to gain territory. With Wetrix out and Charlie Blast's Challenge on the way, the frustration of N64 puzzle fans should be over at last–or maybe it's just about to begin.

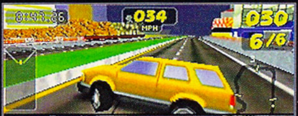


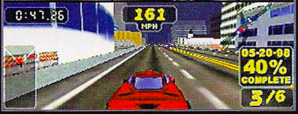


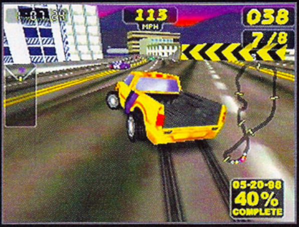


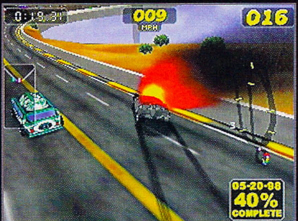
MIDWAY'S IN A RUSH

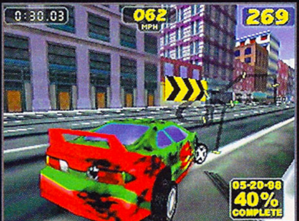
Rush 2: Extreme Racing USA pulled in to the Pak Watch test track recently for a quick spin around several tracks. At only 40% completion, Rush 2 still has a way to go before its November release, but the Atari Games division of Midway has already included the essential Rush elements. The hidden Alcatraz track from the original game is now one of the main tracks. We also cruised in Lower Manhattan, Las Vegas and Honolulu. There should be at least a dozen tracks in the final version, along with a four-player mode and 16 cars ranging from a VW bus clone to a Corvette look-alike. The look and feel is very close to the original, which means fast, arcade action. We found shortcuts everywhere, great options including a Rumble Pak sensitivity control, and graphics that roared along at a high frame rate. Fans should expect a strong sequel.





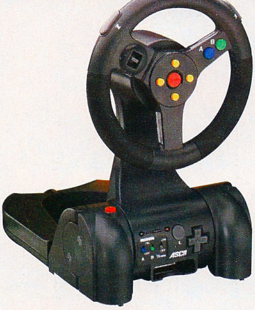






Pak Peeks

What's breaking in the world of games.

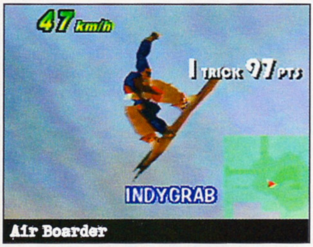


64-Wheelin'

With the availability of so many racing games for the N64, the release of a steering wheel accessory designed specifically for the system seems like a good move on the part of ASCII. The ASCIIWHEEL 64, now approved by Nintendo, will be the first official steering wheel controller for the system. The ASCIIWHEEL 64 features an adjustable steering column, multiple button configurations, turbo settings, an up and down lever for games requiring 3-D vertical control, and a digital controller pad and Z Button on the base so players can keep one hand on the wheel and one hand on the lower controls. Faced with this marvel of engineering, we immediately began playing through the library of N64 racing games using the wheel. The experience varied per game, with action racing games such as San Francisco Rush, Mario Kart 64 and Diddy Kong Racing feeling the smoothest and simulations such as Top Gear Rally and F-1 World Grand Prix feeling pretty loose. Surprisingly, the vertical lever worked well even when piloting the plane in DKR. Overall, we were thoroughly impressed with the ASCIIWHEEL 64. It added a whole new level of realism to our N64 library.

Boardin' in the air

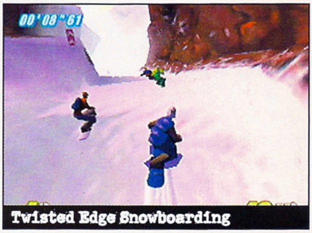
ASCII isn't limiting development to cool accessories such as the ASCIIWHEEL 64. The long-time controller developer also has a record of creating games, and the game currently in the works for the N64 is Air Boarder USA. We had a chance to play Air Boarder recently and to collect some screen shots from ASCII. Basically, air boarding is a fantasy sport that mixes snowboarding and flying. The flying element is limited because you're never all that high above the course. Just as in snowboarding games, stunts will be a big part of your score. It's easy to slide along rails and swoop into half pipes to perform flips and other moves. ASCII is now set to release this one-of-a-kind sports game this fall, just in time to compete with the next big snowboarding game.



Air Boarder

Boardin' in the snow

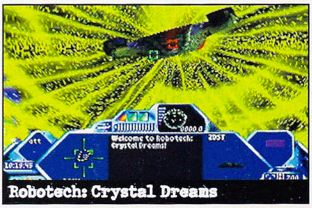
Midway's Twisted Edge Snowboarding showed up in playable form at the Pak Watch desk just minutes before our deadline. So we dropped everything and took it for a ride. The development team at Boss Game Studios has created a slight fantasy feel to Twisted Edge–one way of separating it from 1080° Snowboarding. The runs and moves look realistic, but you'll find crashed space ships and other funky touches that give the game more of an arcade feel. Our hands-on test proved that the play control is smooth and intuitive. Within seconds we felt like old pros. Graphically, the game is also impressive, even in pre-alpha form. Aerial stunts will be a big part of the finished game, even during the four-character competion. By October you'll be able to judge for yourself how the two snowboarders and one airboarder compare.



Twisted Edge Snowboarding

Robotech lives

Ever since Capcom announced that they were looking at GameTek's Robotech: Crystal Dreams, we've been itching to see what sort of progress has been made on the game over the past year. We took a look at the most recent version and found that some of it is playable at last. For a project that has been in the works as long as Robotech, that shouldn't seem surprising, but for much of its life this project seemed doomed to the graveyard of never-completed games. Now, with Capcom's support, at least there's a chance that the thousands of FASA fans may finally see a game for the N64. How soon the game will be completed is anyone's guess. We could pilot our spaceship and fire missiles at enemies but not a lot more. The design plans call for a great deal of mission elements in the game, but those weren't operational



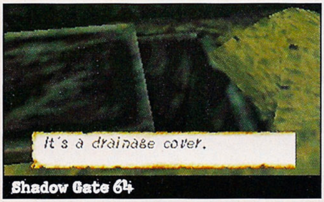
Welcome to Robotech: Crystal Dreams!

Robotech: Crystal Dreams

when we took a look. Still, we remain optimistic that Robotech may one day take off and reach orbit.

Shadowgate quickie

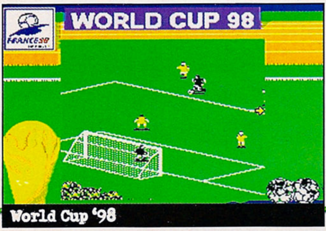
The first version of Shadowgate 64 to include a puzzle arrived just in time for a quick mention in this month's Pak Watch. In the room where the adventure begins, the player is confronted with a box, a spoon, a bed of wet straw, a locked door and lots of stones making up very strong walls. Since you don't want to take a nap on the wet straw, you'll probably want to move it. That's when you'll discover a secret trap door. Alas, it won't budge. What you wouldn't give for a tool to pry up the trap door. That's when the light bulb goes off, and like that intrepid comic super hero, the Tick, you cry out, "Spoon!" We can't wait for more.



Shadow Gate 64

World Cup '98

With World Cup '98 wrapping up, THQ hopes that you might want a little souvenir to remember the action by, for instance a Game Boy game based on EA Sport's World Cup '98 license. The result is the latest game in the FIFA series for Game Boy. World Cup '98 features Exhibition, World Cup, Playoffs and League modes, and game options include strategies, formations, players and two field views. The characters are a bit small, but if you can follow what's going on, the action is realistic. In fact, the AI is pretty good. Winning the World Cup won't be any easier on Game Boy than it is in real life.



World Cup '98

Gex 64: Enter the Gecko

Crystal Dynamics /Midway:Fox

Fox Sports College Hoops '99

NCAA BASKETBALL
Kentucky 16
Utah 12
1ST HALF

Fox Interactive

WCW/NWO Revenge

THQ

Turok 2: Seeds of Evil

Acclaim

Zelda: The Ocarina of Time

Nintendo

Top Gear Overdrive

LAP 1/1
3/4
41 MPH

Kemco

PAK WATCH

RELEASE FORECAST

N64	
AIR BOARDING USA	FALL '98
BODY HARVEST	FALL '98
BUCK BUMBLE	FALL '98
CASTLEVANIA	FALL '98
CHARLIE BLAST'S CHALLENGE	FALL '98
DEADLY ARTS	SUMMER '98
DUEL HEROES	FALL '98
EARTHBOUND 64	FUTURE
EARTHWORM JIM 3D	FALL '98
EXTREME-G 2	FALL '98
F-ZERO X	FALL '98
FIGHTING FORCE	FALL '98
FOX SPORTS: COLLEGE HOOPS '99	FALL '98
GEX 64: ENTER THE GECKO	FALL '98
GLOVER	FALL '98
HARRIER 2000	FALL '98
HYBRID HEAVEN	FUTURE
IGGY'S RECKIN' BALLS	SUMMER '98
KNIFE EDGE	FALL '98
LEGO RACERS	FUTURE
LODE RUNNER 64	FALL '98
MADDEN NFL '99	FALL '98
MILO'S ASTRO LANES	FALL '98
NASCAR '99	FALL '98
NBA JAM '99	FALL '98
NFL BLITZ	FALL '98
NFL QB CLUB '99	FALL '98
NHL '99	FALL '98
O.D.T.	FALL '98
PENNY RACERS	FALL '98
RAYMAN 2	FALL '98
ROADSTERS '98	FALL '98
ROBOTECH: CRYSTAL DREAMS	FALL '98
ROGUE SQUADRON	FALL '98
RUSH 2	FALL '98
SCARS	FALL '98
SHADOWGATE 64	FALL '98
SHADOW MAN	WINTER'98
SPACE STATION: SILICON VALLEY	FALL '98
SPACE CIRCUS	FALL '98
STARCRAFT	FUTURE
SUPERMAN	FALL '98
SURVIVOR	FALL '98
TONIC TROUBLE	FALL '98
TOP GEAR OVERDRIVE	FALL '98
TUROK 2: SEEDS OF EVIL	FALL '98
TWELVE TALES: CONKER 64	FUTURE
TWISTED EDGE SNOWBOARDING	FALL '98
VRALLY	FALL '98
WCW/NWO REVENGE	FALL '98
WIN BACK	FALL '98
WIPEOUT 64	FALL '98
ZELDA: THE OCARINA OF TIME	FALL '98

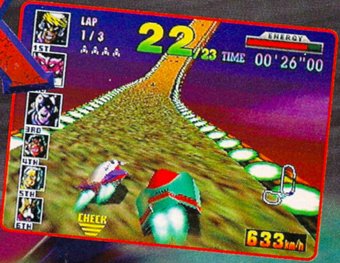
Game BOY	
A BUG'S LIFE	FALL '98
BOMBERMAN POCKET	FALL '98
CONKER'S POCKET TALES	FALL '98
DÉJÀ VU 2	FALL '98
DISNEY'S MULAN	SUMMER '98
GAME & WATCH GALLERY II	FALL '98
NBA JAM '99	FALL '98
POKéMON	FALL '98
POWER BATTLE	FALL '98
QUEST FOR CAMELOT	FALL '98
RUG RATS	FALL '98
SHADOW GATE CLASSICS	FALL '98
SMALL SOLDIERS	SUMMER '98
SPAWN	FALL '98
TOP GEAR POCKET	FALL '98
TUROK 2	FALL '98

Coming Next Issue...

Volume 112 September 1998

F-ZERO X™

Five circuits. Thirty sleek anti-grav cars. Twenty-four treacherous tracks. It all adds up toF-Zero X, the fastest and possibly deadliest sport in the next millennium. Next month you'll get the racing run-down, plus tips and hints for expanding your vehicle inventory and uncovering hidden circuits.



NFL BLITZ

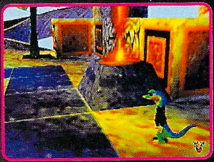
TOUCHDOWN!
1ST QUARTER 1:31
TAMPA BAY 0
BALTIMORE 6

Last year when NFL Blitz hit the arcades, it bowled over the other coin-op football games and left them sucking turf. Find out if Midway's pumped-up, gridiron powerhouse has the muscle to score big on your N64.

CRUIS'N WORLD

You've been Cruis'n USA, mastering every twist and bump in the road, but are you ready to take on the world? Learn what's in store as we take you on a whirlwind tour of the new sights, cool features and challenging tracks in Cruis'n World.

GEX 64:
ENTER THE GECKO



He's a green gecko with class and sass. Gex 64 makes fun of everything and anything that's famous in film and television. Catch our coverage of the game's best scenes in the September issue.

ELAPSED TIME
TIME 99
1st
CROSS BRONX EXPRESSWAY
MPH
RPM Auto

N64

1. AeroFighters Assault
2. AeroGauge
3. All-Star Baseball '99
4. Automobili Lamborghini
5. Banjo-Kazooie
6. BioFreaks
7. Blast Corps
8. Bomberman Hero
9. Bomberman 64
10. Bust-A-Move 2
11. Chameleon Twist
12. Chopper Attack
13. Clay Fighter 63
14. Cruis'n USA
15. Dark Rift
16. Diddy Kong Racing
17. Doom 64
18. Duke Nukem 3-D
19. Extreme-G
20. F1-Pole Position 64
21. F1-World Grand Prix
22. FIFI Road to World Cup '98
23. FIFA Soccer 64
24. Fighter's Destiny
25. Forsaken
26. GoldenEye 007
27. GT 64 Championship Edition
28. Hexen
29. Iggy's Reckin' Balls
30. International Superstar Soccer '98
31. International Superstar Soccer 64
32. Jeopardy!
33. Killer Instinct Gold
34. Kobe Bryant in NBA Courtside
35. Mace the Dark Age
36. Madden 64
37. Mario Kart 64
38. Mike Piazza's StrikeZone
39. Mischief Makers
40. Mission: Impossible
41. MLB Featuring Ken Griffey Jr.
42. Mortal Kombat 4
43. Mortal Kombat Mythologies: Sub-Zero
44. Mortal Kombat Trilogy
45. Multi Racing Championship
46. Mystical Ninja Starring Goemon
47. Nagano Winter Olympics '98
48. NBA Hangtime
49. NBA in the Zone '98
50. NFL Quarterback Club '98
51. NHL Breakaway '98
52. NHLPA and NHL Present Gretzky's 3-D Hockey '98
53. Olympic Hockey Nagano '98
54. PilotWings 64
55. Quake
56. Rampage World Tour
57. Robotron 64
58. San Francisco Rush: Extreme Racing
59. Snowboard Kids
60. Star Fox 64
61. Star Wars: Shadows of the Empire
62. Super Mario 64
63. 1080° Snowboarding
64. Tetrisphere
65. Top Gear Rally
66. Turok: Dinosaur Hunter
67. Virtual Chess 64
68. Waialae: True Golf Classics (N64)
69. War Gods
70. Wave Race 64
71. Wayne Gretzky's 3-D Hockey
72. WCW Vs. NWO: World Tour
73. Wetrix
74. Wheel of Fortune
75. World Cup '98
76. WWF: War Zone
77. Yoshi's Story

Super NES

78. Aaahh!!! Real Monsters
79. Addams Family Values
80. The Adventures of Batman & Robin
81. Animaniacs
82. Arcade's Greatest Hits
83. Arcade's Greatest Hits: The Atari Collection 1
84. Bass Master II
85. Bass Masters Classic Pro Edition
86. Boogerman
87. Breath of Fire II
88. Brunswick's World Tournament of Champions
89. Bust-A-Move
90. Castlevania Dracula X
91. Chrono Trigger
92. Clue
93. Dirt Trax FX
94. Disney's Aladdin
95. Donkey Kong Country
96. Donkey Kong Country 2
97. Donkey Kong Country 3
98. Doom
99. EarthBound
100. Earthworm Jim
101. Earthworm Jim 2
102. FIFA Soccer '97
103. Final Fantasy II
104. Final Fantasy III
105. Final Fight 3
106. Frank Thomas Big Hurt Baseball
107. Harvest Moon
108. Illusion of Gaia
109. Jungle Strike
110. Ken Griffey Jr. Presents: MLB
111. Ken Griffey Jr.'s Winning Run
112. Killer Instinct
113. Kirby Super Star
114. Kirby's Dream Course
115. Kirby's Dream Land III
116. The Legend of Zelda: A Link to the Past
117. Looney Tunes B-ball
118. The Lost Vikings II
119. Lufia II
120. Madden NFL '98
121. Mario Paint
122. Mega Man X
123. Mega Man X2
124. Mega Man X3
125. Mega Man 7
126. Monopoly
127. Mortal Kombat II
128. Mortal Kombat 3
129. NBA Hangtime
130. NBA Jam
131. NBA Jam Tournament Edition
132. NBA Live '98
133. NFL Quarterback Club '96
134. NHL '98
135. Ogre Battle
136. Road Rash
137. Secret of Evermore
138. Secret of Mana
139. SimCity
140. SimCity 2000
141. Spawn
142. Star Fox
143. Street Fighter Alpha 2
144. Street Fighter II
145. Street Fighter II Turbo
146. Super Bomberman 2
147. Super Mario All-Stars
148. Super Mario Kart
149. Super Mario RPG
150. Super Mario World 2: Yoshi's Island
151. Super Metroid
152. Super Punch-Out!!
153. Super Star Wars
154. Super Street Fighter II
155. Tetris Attack
156. Top Gear 3000
157. Ultimate Mortal Kombat 3
158. WWF Raw
159. WWF Wrestlemania: The Arcade Game
160. X-Men: Mutant Apocalypse
161. Zoop

Game Boy

162. Adventure Island
163. Aladdin
164. Alien Games
165. Animaniacs
166. Asteroids/Missile Command
167. Battle Arena Toshinden
168. Black Bass Lure Fishing
169. Bomberman GB
170. Brain Buster
171. The Bugs Bunny Crazy Castle 2
172. Bust-A-Move 2
173. Casino Funpak
174. Castlevania Adventure
175. Castlevania Legends
176. Castlevania II: Belmont's Revenge
177. Centipede/Millipede
178. College Slam
179. Contra: The Alien Wars
180. Desert Strike
181. Donkey Kong Land
182. Donkey Kong Land 2: Diddy's Kong Quest
183. Donkey Kong Land 3
184. Donkey Kong '94
185. Dr. Mario
186. Earthworm Jim
187. The Fidgetts
188. FIFA Road to World Cup '98
189. Final Fantasy Adventure
190. Final Fantasy Legend
191. Final Fantasy Legend II
192. Final Fantasy Legend III
193. 4-in-1 Fun Pak
194. Frank Thomas Big Hurt Baseball
195. Galaga/Galaxian
196. Game & Watch Gallery
197. Harvest Moon
198. Hercules
199. International Superstar Soccer '98
200. James Bond 007
201. Jimmy Connors Tennis
202. Jungle Strike
203. Jurassic Park 2
204. Ken Griffey Jr. Presents: MLB
205. Killer Instinct
206. Kirby's Block Ball
207. Kirby's Dream Land
208. Kirby's Dream Land 2
209. Kirby's Pinball Land
210. Kirby's Star Stacker
211. Lamborghini American Challenge
212. Legend of the River King GB
213. The Legend of Zelda: Link's Awakening
214. The Lost World: Jurassic Park
215. Madden '96
216. Maui Mallard in Dark Shadow
217. Mega Man
218. Mega Man V
219. Metroid II: Return of Samus
220. Mickey Mouse: Magic Wand
221. Mole Mania
222. Mortal Kombat/Mortal Kombat II
223. Mortal Kombat II
224. Mortal Kombat 3
225. Ms. Pac-Man
226. Mystical Ninja Starring Goemon
227. NBA Jam
228. NBA Jam Tournament Edition
229. NBA Live '96
230. NHL '96
231. Pac-Man
232. Paperboy
233. Primal Rage
234. Ring Rage
235. Street Fighter II
236. Super Mario Land
237. Super Mario Land 2: 6 Golden Coins
238. Super Return of the Jedi
239. Superman
240. Tamagotchi
241. Tetris
242. Tetris Attack
243. Tetris Blast
244. Tetris Plus
245. Tetris 2
246. Turok: Battle of the Bionosaurs
247. Wario Blast
248. Wario Land: Super Mario Land 3
249. Wario Land II
250. WWF Raw
251. Zoop

Upcoming Releases & Other Picks

252. Addams Family Pinball (N64)
253. Andretti Racing (N64)
254. Body Harvest (N64)
255. Buck Bumble (N64)
256. Caesar's Palace (N64)
257. Command & Conquer (N64)
258. Cruis'n World (N64)
259. Deadly Arts (N64)
260. Déjà Vu 2 (Game Boy)
261. Disney's Mulan (Game Boy)
262. Dracula 3-D (N64)
263. Dragon Storm (N64)
264. Dual Heroes (N64)
265. EarthBound 64 (N64)
266. Earthworm Jim 3-D (N64)
267. Extreme-G 2 (N64)
268. F-1World Grand Prix (N64)
269. F-Zero X (N64)
270. Flying Dragons (N64)
271. Game & Watch Gallery 2 (Game Boy)
272. Game Boy Camera & Printer
273. Game Boy Color
274. Game Boy Pocket
275. Gex 64: Enter the Gecko (N64)
276. Glover (N64)
277. Golden Nugget (N64)
278. Harrier 2000 (N64)
279. Harvest Moon (N64)
280. Hoops '99 (N64)
281. Hybrid Heaven (N64)
282. Jet Force Gemini (N64)
283. Knife's Edge (N64)
284. LastLegion UX (N64)
285. The Legend of Zelda: The Ocarina of Time (N64)
286. Lego Racers (N64)
287. Lode Runner 64 (N64)
288. Looney Tunes Racing (N64)
289. Madden NFL '99 (N64)
290. Magic: The Gathering (N64)
291. Mario Paint 64 (N64)
292. Milo's Astro Lanes (N64)
293. MLB Strike Zone '98 (N64)
294. MLBPA Bottom of the 9th (N64)
295. NASCAR '99 (N64)
296. NBA FastBreak (N64)
297. NBA Jam '99 (N64)
298. NBA Live '99 (N64)
299. Need for Speed (N64)
300. NFL Blitz (N64)
301. NFL Quarterback Club '99 (N64)
302. NHL '99 (N64)
303. Nightmare Creatures (N64)
304. Nintendo 64
305. Nintendo 64 Disk Drive
306. Nuclear Strike (N64)
307. O.D.T. (N64)
308. Off-road Challenge (N64)
309. Perfect Dark (N64)
310. Pocket Pikachu
311. Pocket Tales (Game Boy)
312. Pokmon (Game Boy)
313. Pokémon Stadium (N64)
314. Quake II (N64)
315. Quest 64 (N64)
316. Quest for Camelot (Game Boy)
317. Rayman 2 (N64)
318. Rev Limits (N64)
319. Road Rash (N64)
320. Robotech: Crystal Dreams (N64)
321. Rogue Squadron (N64)
322. Rugrats (N64)
323. Rumble Pak
324. Rush the Rock (N64)
325. SCARS (N64)
326. Shadow Man (N64)
327. Shadowgate (N64)
328. SimCity (N64)
329. SimCopter (N64)
330. Smurf (N64)
331. South Park (N64)
332. Space Circus (N64)
333. Space Station: Silicon Valley (N64)
334. St. Andrew's Old Course (N64)
335. Starcraft (N64)
336. Super Mario RPG 2 (N64)
337. Super Mario 64 2 (N64)
338. Super Star Stacker (Super NES)
339. Superman (N64)
340. Survivor: Day 1 (N64)
341. Tamagotchi (N64)
342. Tonic Trouble (N64)
343. Top Gear Overdrive (N64)
344. Turok 2: Seeds of Evil (N64)
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346. Twisted Edge Snowboarding (N64)
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